A.A. TROITZKY

360 BRILLIANT AND INSTRUCTIVE END GAMES

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BY

A. A. TROITZKY

WITH AN INTRODUCTION BY
FRED REINFELD

INTRODUCTION

In chess, as in advertising, there are brand names. Few names are as honored in chess as that of Troitzky, who for more than forty years maintained a magnificent record of unbroken creative activity.

During that time he composed hundreds of these delightful endgame studies which are unsurpassable for elegance and subtlety. Troitzky is the great artist of the endgame domain, inimitable in his skillful manipulation of the chess pieces.

The present collection contains the studies that Troitzky considered his best. It would be difficult to think of a more enjoyable experience than savoring and enjoying these gems.

Troitzky delights in making the seemingly impossible turn out to be eminently feasible. Take Diagram 4, for example; who would dream that White has a forced win by means of a masterly series of Queen moves?

On the other hand, Diagram 144 starts off with two perfectly obvious moves, but it is actually much harder! Then for good measure he elaborates the theme even more strikingly in Diagram 145. Coming upon these exquisite masterpieces today, we can only speculate on how many weeks—perhaps years—of devoted study went into them. Yet here they are, for our lasting delectation. I envy the reader who has the good fortune to enjoy these charming studies for the first time.

FRED REINFELD

COLLECTION OF 360 STUDIES

No. 1

1899.
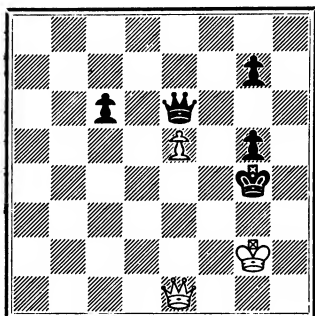
In a simple Queen's ending White has at his disposal a combination to cramp Black and to Queen his Pawn on K 5.
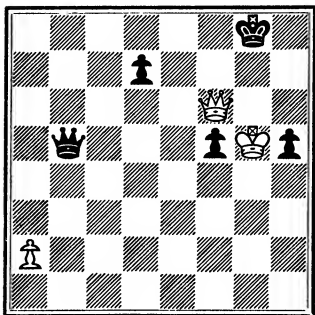
1	Q—K 4 ch	K—R 4
2	Q—R 7 ch	Q—R 3
3	Q—B 5 !	

This move is paralysing the King's side of the opponent.

3		P—B 4
4	P—K 6	P—B 5
5	P—K 7	Q—B 3 ch
6	Q—B 3 ch wins.	

No. 2

64, 1930.

1	K—Kt 6	Q—B 3 !
2	Q×Q	P×Q
3	P—R 4	P—K B 5
4	P—R 5	P—B 6
5	P—R 6	P—B 7
6	P—R 7	P—B 8 (Q)
7	P—R 8 (Q) ch	Q—B 1

......White, utilising his King, forces a mating position.

8	Q—R 2 ch	K—R 1
9	Q—Kt 2 ch	K—Kt 1
10	Q—Kt 3 ch	K—R 1
11	Q—B 3 ch	K—Kt 1
12	Q—B 4 ch	K—R 1
13	Q—Q 4 ch	K—Kt 1
14	Q—Q 7 wins.	

Similar stair-movements of the Queen are thematically used in studies Nos. 60, 74, 110 and 118.

No. 3

1896.
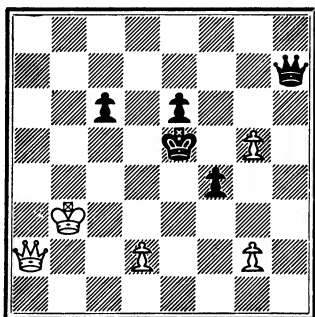
1 P—Q 4 ch !

With this sacrifice of the Pawn a position is reached which leads to the capture of Black's Queen. If 1 Q—R 1 (or Kt 2) ch Black replies 1.., K—Q 4 ! If 1 Q—R 5 ch follows 1.., K—Q 3 and White achieves nothing.

1   K × P

......Neither 1.., K—Q 4 nor 1.., K—Q 3 saves Black. In the first case White plays 2 Q—R 5, K—K 5; 3 Q—K 1 ch, K × P; 4 Q—B 3 ch, K—Q 4; 5 Q—B 4 ch. In the second case White plays 2 Q—R 3 ch, K—Q 4; 3 Q—B 5 ch. In both cases Black loses his Queen.

2   Q—B 2 ch   K—Q 4

......Or 2.., K—K 4 ; 3 Q—B 5 ch.

3   Q—Q 2 ch   K—B 4

......Or 3.., K—K 4 ; 4 Q—B 3 ch.

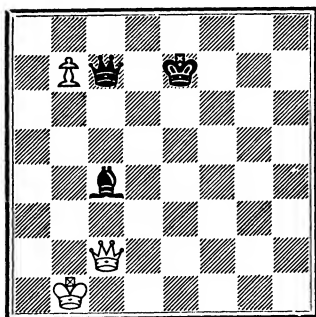**4**   Q—Kt 4 ch   K—Q 4
5   Q—B 4 ch   K—Q 3
6   Q—Q 4 ch   K moves
7   Q—R 7 ch wins.

No. 4

Shahmatni Shurnal, 1901.

1   Q—R 7 ch

White begins with a sequence of checks which results in his Queen reaching the Q Kt file to protect his Pawn.

1   B—B 2 !

......If 1.., K—Q 3 (or Q 1) ; 2 Q—R 2 (or R 8) ch and 3 P—Kt 8 (Q).

2   Q—R 4 ch   K—K 3 !

......If 2.., K—Q 2 (.., K moves ; 3 Q—Kt 4, R 8 or Kt 3 ch and 4 P—Kt 8 (Q)) then 3 Q—R 4 ch, K—K 3, (.., K moves ; 4 Q—Kt 4 or

R 8 ch and 5 P—Kt 8 (Q)); 4 Q—Kt 3 ch, K moves ; 5. Q—Kt 5, Kt 4 or Kt 2 ch and 6 P—Kt 8 (Q).

3   Q—R 3 ch   K—Q 4 !

......Or .., K—K 2 (K—Q 3 (B 3) ; 4 Q—Kt 3 (R 8 ch) and 5 P—Kt 8 (Q)); 4 Q—R 3 ch, K—Q 2 ; 5 Q—R 4 ch.

4   Q—Kt 3 ch

Finally the Queen has reached the Q Kt file. But in the given position Black is enabled to prevent White from Queening his Pawn.

4   K—B 3 !

......White's Queen is attacked ; Black with the next move threatens to capture White's Pawn.

5   P—Kt 8 (Kt) ch!

Thanks to the promotion of the Pawn to a Knight with a check the necessary tempo is gained.

5   K—Q 3
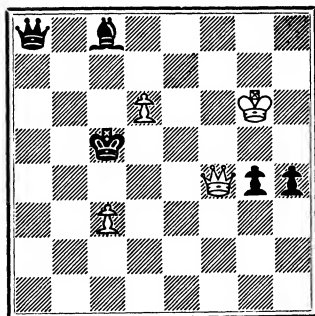
......If 5.., K—B 4 ; 6 Kt—R 6 ch.

6   Q—Kt 3 ch

Captures the Queen and wins. Purposeless was 1 Q—K 4 ch ?, K—Q 2 ; 2 Q moves, K—B 3, etc.

No. 5

Russkaia Molva, 1913.

1   Q—Kt 4 ch   K—Q 4
2   Q—Q 4 ch   K—K 3

3 P—Q 7 !

Sacrificing the Pawn, White (1) forces Black's Bishop to occupy the square Q 7; (2) frees the eighth rank.

3   B×P
4 Q×P ch   K—K 2 !

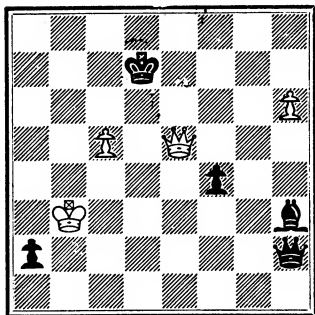......Or 4.., K—K 4; 5 Q—Q 4 ch (see 8th move), or 4.., K—Q 3; 5 Q—B 4 ch.

5 Q×P ch   K—Q 3 !
6 Q—B 4 ch   K—B 4

......The primary position is repeated, only the Bishop has moved.

7 Q—Kt 4 ch   K—Q 4
8 Q—Q 4 ch   K—K 3
9 Q—B 6 ch   K—Q 4
10 Q—B 3 ch

And wins the Queen.

No. 6

Deutsche Schachzeitung, 1911.

This study is interesting as White and Black each sacrifice a Pawn with the idea of shifting the Black King from protection of his K 3 square and of preventing the White Queen attacking the same square.

1 P—B 6 ch

If at once 1 P—R 7 ?, B—K 3 ch, and Black's Queen captures the Pawn.

1   K×P
2 P—R 7   P—R 8 (Q) !

......Black forces the Queen away to be able to occupy again the K 3 square.

3 Q×Q   B—K 3 ch
4 K—Kt 4 !

White King's only correct move.

4   Q×P

......Apparently Black has removed all dangers, but a position has been created (compare with study No. 3) in which the Queen is lost.

5 Q—R 6 ch   K—Q 4
6 Q—B 4 ch   K—K 4
7 Q—B 3 ch   K—Q 4

......Or .., K—Q 3; 8 Q—B 5 ch, etc.

8 Q—B 5 ch, etc.

No. 7

Isvestia Vcik, 1923.
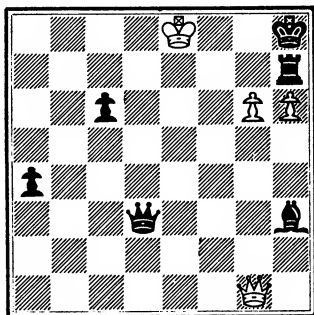
1 Q—R 1 ch   K—Kt 1
2 P×R ch   Q×P
3 Q—Kt 1 ch   B—Kt 7 !

......After .., K—R 1 would follow 4 Q—Q 4 ch, etc. (see the 9th move). Sacrificing the Bishop Black deflects the White Queen from the first rank. But having travelled a rectangular course White's Queen returns to K Kt 1 and will be able to check on Q 4.

4 Q×B ch   K—R 1
5—16 Q—Kt 2, —R 2, —R 1, —K Kt 1, —Q 4, —B 4, —B 3, —Kt 3, —K 5, —K 6 (Kt 5), —B 6 and —B 8 mate.

No. 8

In this natural position White secures a win only by the following combination with the sacrifice of the Knight and a Pawn.

1 Kt—Q 4 !

The purpose of this sacrifice is to enable White's Pawn to move. If 1 .., P—R 7 then 2 Kt—Kt 3 ! and 3 P—Kt 7 but not 2 Kt—B 2 ? because of 2 .., Kt—K 6 !

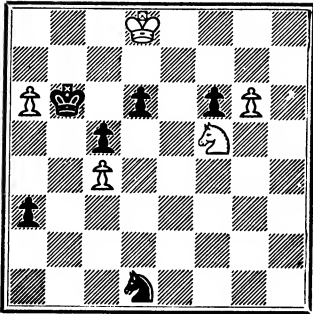The following play gives nothing : 1 P—Kt 7 ?, P—R 7 ; 2 P—Kt 8 (Q), P—R 8 (Q) ; 3 Q—Q 5, Q×P ; 4 Kt×P (4 Q×Kt, Q—R 1 ch ; 5 K—K 7, Q—K 5 ch), Kt—B 6 ! ; 5 Kt—B 8 ch, K—R 4 ; 6 Q×P ch, Kt—Kt 4 !, etc.

1   P×Kt !

2 P—B 5 ch !

The purpose of this sacrifice is to open the diagonal Q R 2—K Kt 8 for the future Queen. It is still premature to play 2 P—Kt 7 ?, P—R 7 ; 3 P—Kt 8 (Q), P—R 8 (Q) ; 4 any, Q×P (3 P—B 5 ch, K×P), etc.

2   P×P

....Should the King move White would Queen two Pawns, *e.g.*, 2 .., K—R 2 ; 3 P—B 6, P—R 7 ; 4 P—B 7, P—R 8 (Q) ; 5 P—B 8 (Q), Q—R 4 ch ; 6 Q—B 7 ch, or 2 .., K×R P ; 3—5 P—B 6—B 7—B 8 (Q) ch ; 6 P—Kt 7, Q—R 7 ; 7 K—K 7, etc.

3 P—Kt 7   P—R 7
4 P—Kt 8 (Q)   P—R 8 (Q)
5 Q—Kt 3 ch !

If White had not sacrificed Knight and Pawn this strong move would not have been possible.

5   K×P !
6 K—B 7   Q—R 4 ch

......If .., K—R 4 ; 7 Q—Kt 6 ch and 8 Q—R 6 ch.

7 K—B 6   Q—Kt 5
8 Q—R 2 ch   Q—R 4
9 Q—B 4(K 2) ch   K—R 2
10 Q—B 7 (K 7) ch

And mates in two moves.

No. 9
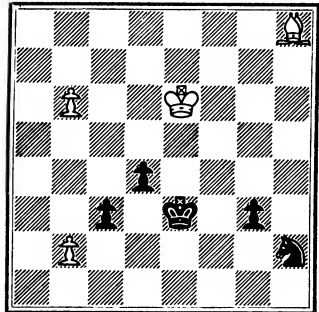
The immediate Queening of the Pawn gives nothing to White. Preliminarily the Bishop is sacrificed to get Black's King on the Queen's file.

1 B×P ch !   K×B
2 P—Kt 7   P—B 7

......Certainly not 2 .., P—Kt 7 ? as 3 P—Kt 8 (Q), P—Kt 8 (Q) ; 4 Q—R 7 ch wins the Queen.

3 P—Kt 8 (Q)   P—B 8 (Q)

......Thanks to the Black King being placed on Q 5 the Queen's end-game is won for White.

4 Q—Q 8 ch   K—K 5
5 Q—Q 5 ch   K—B 5

6 Q—B 5 ch

And wins the Queen. If 1 P—Kt 7 ?, P—B 7 ; 2 B×P ch K—Q 6 is a draw.

No. 10
Shahmatni Shurnal, 1898.

1 B—R 7 ch   K—Q 5

......1.., K—B 5 ; 2 Q—Kt 3 ch mate.

2 Q—Kt 4 ch   K—Q 4
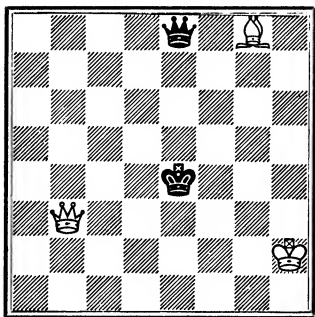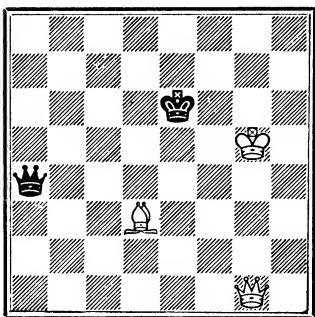3 B—Kt 8 ch wins.

No. 11
Deutsche Schachzeitung, 1909.

1 Q—B 5

White's threat is 2 B—B 4 ch, K—Q 2 ; 3 B—Kt 5 ch which forces Black's Queen to relinquish the protection of the Q B 3 square. For example, prohibited is 1.., Q—K 1, Q 2 ? or K—B 2 on account of 2 B—B 5 ch or Q B 4 ch. If 1.., Q—R 1 ? follows 2 B—B 5 ch.

1   Q—Q 8 !

......Black retreats his Queen to enable his King after 2 Q—B 6 ch to move to K 4 square. With the exception of R 8 and Q 8 Black's Queen has no other satisfactory squares to go to.

2 B—B 5 ch

If 2 Q—B 6 ch then K—K 4 and Black is saved, but not 2.., K—K 2 ? or K—B 2 ? on account of 3 Q—B 7 ch and mate in a few moves.

2   K—B 2
3 B—Kt 6 ch   K—K 3 !
4 Q—B 8 ch

Thus only !
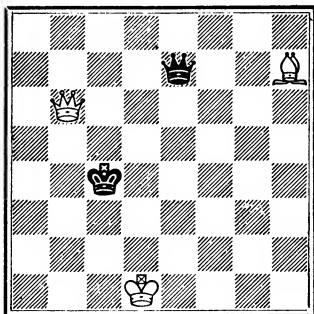
4   K—K 2 (K 4)
5 Q—K 8 ch wins.

No. 12
500 Endspielstudien.

1 B—Kt 8 ch   K—Q 6

......If 1.., K—B 6 ; 2 Q—Kt 3 ch and 3 Q—Kt 2 ch wins Black's Queen with check along the diagonal or the King's file.

2 Q—Kt 5 ch

Check on Kt 3 would achieve nothing as the King could escape to his K 5 square. If the King now moves to K 5, follows 3 Q—K 2 ch and Black's Queen is captured.

2   K—Q 5

......Or .., K—B 6 ? ; 3
Q—B 4 ch and mate next
move.

3 Q—Kt 2 ch   K—Q 6
4 Q—Q 2 ch

And wins the Queen.

No. 13

500 Endspielstudien.

1 Q—R 7 ch   K—Kt 5
2 Q—K 4 ch   K—R 4
3 B—K 7   Q—K 1

......With this move Black
prevents 4 Q—B 5 ch and 5
B—B 8 ch.

If 3.., Q—Q 2 (or Q B 1 or
R 4) 4 Q—R 7 ch K—Kt 5 ;
5 Q—R 4 ch winning the Queen
with the next move.

4 Q—R 7 ch   K—Kt 5
5 Q—R 4 ch   K—B 4
6 Q—B 6 ch   K—K 5 !
7 Q—K 6 ch

And wins the Queen with the
next move.

---

2   K–Kt 6 (R 6)
3 Q—B 3 ch   K—R 5

......If .., K—R 7 ; then
4 K—B 1.

4 Q—B 4 ch   K—R 4 !

......Or .., K—R 6 ; 5
B—Q 6, Q—K 1 ch ; 6 K—
B 2.

5 Q—B 7 ch   K—Kt 5 !
6 B—K 7   Q—Q R 1

......As defence agains
7 Q—B 3 ch.

7 Q—Kt 6 ch   K—R 6
8 Q—R 5 ch

And mate in four moves.

No. 14

500 Endspielstudien.
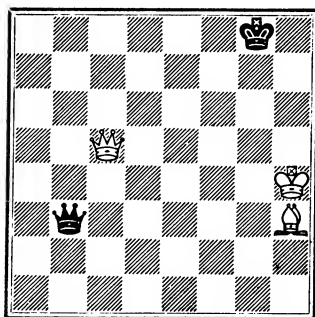
1 B—Kt 2 !   K—R 2 !

......Or .., K—R 1 ? ; 2
Q—K 5 ch, etc.

2 B—K 4 ch   K—Kt 2
3 B—Q 5   Q—Kt 1
4 Q—K 7 ch

With a quick mate. For
example 4.., K—R 1 ; 5 Q—
B 6 ch, K—R 2 ; 6 Q—B 5 ch,
K—R 1 ; 7 Q—R 5 ch, K—
Kt 2 ; 8 Q—Kt 5 ch, K—R 2 ;
9 B—K 4 ch, K—R 1 ; 10 Q—
R 6 ch, K—Kt 1, and mate
next move.

---

3   Q—Kt 7
4 Q—K 7 ch   K—R 3 !
5 Q—Kt 5 ch

And mates in three moves.

---

3   Q—Q 8
4 Q—K 7 ch

And mates on 6th move.

---

3   Q—R 5 ch
4 K—Kt 5   Q—Q 2 (K 1)

5 Q—Q 4 ch	K—B 1
6 Q—B 6 ch	

Wins the Queen.

1	Q—Kt 7
2 B—Q 5 ch	K—R 2 !

......Or .., K—Kt 2 ; 3 Q—K 7 ch, K—R 3 ! ; 4 Q—Kt 5 ch and mate on 7th move.

3 B—K 4 ch	K—Kt 1 !
4 Q—B 8 ch	K—B 2 (Kt 2)
5 Q—Q 7 ch	K—B 3

......Or .., K—B 1 ; 6 Q—Q 8 ch, K—B 2 ; 7 B—Q 5 ch.

6 Q—Q 8 ch	K—B 2 (K 3)
7 B—Q 5 ch	K—Kt 2
8 Q—Kt 5 ch	K—R 2
9 B—K 4 ch	

And mates on the 11th move.

1	Q—Kt 1
2 Q—Kt 5 ch	K—B 1 !
3 Q—B 6 ch	K—Kt 1 !
4 B—Q 5 ch	K—R 2
5 Q—B 7 ch	K moves
6 Q—R 5 ch, etc.	

1	Q—Q 8 ch

......Or .., Q—Kt 3 ch ; 2 K—R 4 and Black would be in *Zugzwang* as in No. 25.

2 K—R 4	Q—R 5 ch
3 B—K 4	Q moves
4 Q—Kt 5 mate.	

2	Q—K Kt 8
3 Q—R 8 ch, etc.	

2	Q—K B 8
3 Q—Kt 5 ch	K—R 2
4 B—K 4 ch	K—R 1
5 Q—R 6 ch	K—Kt 1
6 B—Q 5 mate	

2	Q—Q Kt 8
	(B 7, Q 6 !)
3 Q—R 5 ch	K—Kt 2
4 Q—B 7 ch	K—R 3
5 Q—B 8 ch	K—Kt 3
6 B—B 7 ch	

Wins the Queen. But if 6.., K—R 2 then 7 Q—Kt 8 ch ; 8 Q—R 8 ch, etc.

2	Q—Q B 8 (Q 7)
3 Q—R 5 ch wins	

No. 15

500 Endspielstudien.
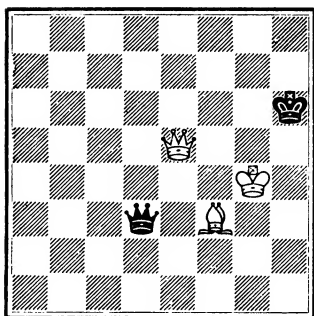
1 B—Q 5 !

On 1 B—K 4 ? would follow 1.., Q—R 6 ch ! with a draw by stalemate.

No. 16

In this natural position Black avoids immediate loss by sacrificing the Knight, but is all the same forced to surrender in the Queen's end-game.

1 P—R 5   Kt—B 5 !

...... Pursuing White's Pawn secures the advance of his own Pawn.

2 P—R 6   P—B 7
3 P—R 7   Kt—Kt 3 ch !

...... To force the Bishop off the long diagonal. As long as the Bishop remains on the long diagonal Black cannot Queen his Pawn on account of mate in two moves.

4 B×Kt   P—B 8 (Q)

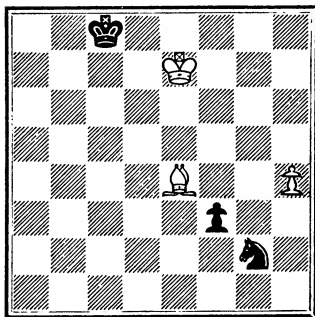...... Thus Black has managed to Queen his Pawn, but because his King is badly placed the Queen is soon to perish.

5 P—R 8 (Q) ch   K—Kt 2 !

...... If 5.., K—B 2 then 6 Q—B 3 ch, K—Kt 3 ; 7 Q—K 3 ch, etc., as later in the text.

6 Q—Kt 2 ch   K—R 3 !

...... If 6.., K—B 3 then 7 Q—Kt 4 ! (threatening B—K 4 ch and Q—Kt 7 mate), K—Q 4 ; 8 Q—Q 6 ch, K—B 5 ; 9 Q—R 6 ch or 7.., K—B 2 ; 8 Q—R 5 ch ! with a mating position, but not 8 B—K 4 ?, Q—R 3 ! ; 9 Q—B 3 ch, K—Kt 3 ; 10 K—Q 6, K—R 2 dis ch ; 11 K—B 7 which would lead to 11.., Q—B 5 ch ! 12 Q×Q stalemate.

7 Q—R 3 ch   K—Kt 3

...... If the King had retreated to Kt 2 the Bishop could have regained the domination of the long diagonal with a check.

8 Q—K 3 ch   K—R 4
9 Q—Q 2 ch

White's Queen having reached the Queen's file leads to a speedy end.

9   K—Kt 3
10 Q—Q 8 ch !   K—R 2 (B 4)
11 Q—Q 4 ch ((Q 6 ch)

And wins the Queen. Interesting are the manœuvres of the Queen along the black squares, while the stationary Bishop commands the diagonals.

No. 17

28 Rijen, 1925.
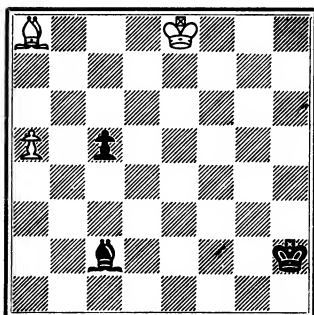
1 P—R 6   P—B 5
2 P—R 7   P—B 6
3 B—R 1 !

This move characterises the Bristol idea. White moves his Bishop purposely to R 1 as the K Kt 2 square is reserved for the future Queen. (Compare with the first moves of No. 42).

3   B—R 5 ch !

...... With a check Black removes the Bishop which is hindering the advance of his Pawn. If 3.., B—Kt 3 ch ? then would follow 4 K—K 7, P—B 7 ; 5 P—R 8 (Q), P—B 8 (Q) ; 6 Q—K Kt 2 mate. That was the purpose of 3 B—R 1 ! Why this variation does not work if Black plays 3.., B—R 5 ch will become evident after a few moves.

4 K—B 7 !

Only to B 7 ! (see note to 11th move).

4   B—B 3 !

......Now Black's line of defence is revealed. Forcing the capture of the Bishop liquidates the mating threat. Had Black checked on his 3rd move on Kt 3 and played 4.., B—K 5 ? ? ; 5 B×B would follow and Black cannot Queen his Pawn.

5 B×B   P—B 7
6 P—R 8 (Q)   P—B 8 (Q)

......Apparently Black has safely come out of all his troubles, but . . .

7 Q—R 2 ch   K—Kt 6 !

......The best retreat of the King.

8 Q—K Kt 2 ch   K—B 5 !

......Again the best. If 8.., K—R 5 then 9 Q—B 2 ch. K—Kt 5 ; 10 B—Q 7 ch, etc.

9 Q—B 3 ch   K—Kt 4 !
10 Q—Kt 3 ch   K—B 4
11 Q—Kt 6 ch

Only now it becomes clear why White's King on the fourth move had to retreat to B 7 !
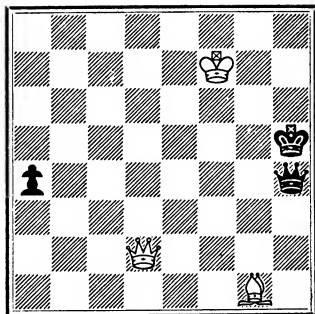
11   K—B 5

12 Q—R 6 ch

And wins the Queen.

The mode of play in this study shows two phases : 1. the struggle for the most advantageous position for the Queening of the Pawns ends in spite of Black's ingenious counter-play in favour of White thanks to his 4th move : 2. the Queen's end-game which ends with the capture of Black's Queen.

No. 18

Magyar Sakkvilag, 1930.

1 Q—Q 1 ch

Not suitable is 1 Q—K 2 ch ? Q—Kt 5 ; 2 Q—K 5 ch, K—R 5 ! also 1   K—Kt 5. because of 1   Q—Q 5 ch ?

1   Q—Kt 5

......If 1.., K—Kt 4 then 2 B—K 3 ch, K—B 4 ; 3 Q—Q 7 ch and wins the Queen.

2 Q—Q 5 ch   Q—Kt 4 !

......Or 2.., K—R 5 ; 3 B—B 2 ch, or 2.., K—R 3 ; 3 B—K 3 ch.

3 Q—K 4

Threatening for example, 3.., P—R 6 ; 4 B—K 3, P—R 7 ; 5 B×Q, P—R 8 (Q) ; 6 Q—R 4 mate.

3   Q—Kt 6

......If 3.., Q—B 8, Q 7, R 3, then 4 Q—B 3 ch and if 3.., Q—Q 1 then 4 Q—Kt 6 ch, and wins the Queen, or mates.
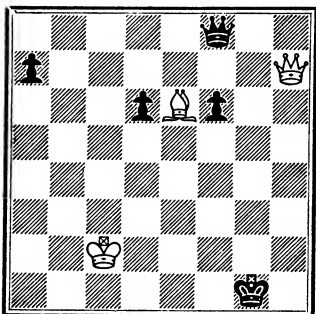
4 B—B 5   Q—Kt 6 ch

......The Black Queen has no other move : 4.., Q—B 2 ch ; 5 B—K 7, Q—Kt 6 ; 6 Q—B 5 ch or 4.., Q—Kt 4 ; 5 B—K 3, or 4.., Q—Kt 5 ; 5 Q—R 7 ch, or 4.., Q—R 6, Q B 6, R 5 ; 5 Q—Kt 6 ch, etc.

5 K—B 6   Q—B 6 ch
**   (Kt 7 ch)**

6 B—Q 4 !

And wins, as there is no defence against the threats on 7 Q—B 5 ch or 7 Q—Kt 6 ch.

No. 19

Deutsche Schachzeitung, 1911.

1 Q—Kt 6 ch   K—B 7 !

......1.., K—R 7 ?; 2 Q—
R 5 ch, K moves; 3 Q—
Kt 4 ch, K—B 7 (K—R 7 ?,
4 Q—R 3 ch and mate in two
moves); 4 B—Q 5 with follow-
ing, Q—B 3 ch, Q—Kt 3 ch
and mate.

2 B—Q 5

A quiet move, similar to the
move 6 B—K 4 in study No.
33. Threatening mate in three
moves, but also permitting
Black's Queen to move. 2 Q—
B 5 ch ?, K—K 6; 3 B—Q 5,
Q—K 2.

2   Q—B 1 ch

......If 2.., Q—K 2; 3
Q—Kt 2 ch, etc. If 2.., K—
K 6; 3 Q—K 4 ch. If 2..,
P—B 4; 3 K—Q 2.

3 K—Q 2   Q—R 6

......Black's B Pawn pre-
vents White from winning
easily with 4 Q—Kt 5, as in
study No. 19a (compare with
4 Q—Q 7) and also prevents
White from giving a check on
K B 7.

4 Q×P ch   K—Kt 6

......If 4.., K—Kt 8; 5
Q—Q 4 ch and 6 Q—B 2 ch.

5 K—K 3   Q—B 1

......Black's Queen has
nothing better than to return
to Q B 1. If 5.., Q—Q 2 or

Kt 5; 6 B—K 6, and 7 Q—
B 2 mate, and if 5.., Q any;
follows 6 Q—B 4 (or 3 or 2) ch.
See the variations later.

6 Q×P ch

     If 6 B—K 6 ?, Q—B 4 ch.

6   K—R 5
7 Q—B 6 ch   K—Kt 6
8 Q—K 5 ch   K—R 5
9 K—B 3 !

     Black still having a Pawn
prevents the stalemate by 9..,
Q—B 4 ch; 10 Q×Q and
Black's King cannot move.

9   Q—Kt 5
             (R 6) ch
10 K—B 2   Q—Kt 3 !

     ......The best move. If
10.., Q—Kt 5; 11 B—B 3,
Q—Kt 3; 12 B—K 2, etc. In
all other cases. 11 Q—B 6,
B 4, or R 2 ch decides.

11 B—B 3   P—R 4

     ......Checks are useless.
For example, Q—Kt 3 ch; 12
K—Kt 2, or Q—B 7 ch; 12
B—K 2.

12 B—K 2

     Threatening Q—B 4 ch and
B—B 1 ch.

12   Q—B 2 ch or Kt 3 ch
13 K—Kt 2   Q moves ch
14 K—R 2

     And White mates in two
moves.

---

5   K—R 7 dis ch

     ......Or K—Kt 5 dis ch;
6 B—B 3 ch and 7 Q—B 4
mate.

6 B—B 3   Q—B 1
     ......See variations later.

7 Q×P ch   K—R 6
8 Q—R 6 ch   K—Kt 6
9 Q—Kt 5 ch   K—R 6
10 K—B 2   Q—B 7 ch
11 B—K 2 and wins

     Variations to the 6th move.
6.., Q—Q 2; 7 Q—B 4 ch,
K—R 6; 8 Q—R 6 ch, K—
Kt 6; 9 Q—Kt 5 ch, K—R 6;
10 K—B 2.

6.., Q—B 8 ; 7 Q—R 4 ch, Q—R 6 ; 8 Q—B 2 ch.

6.., Q—Kt 6 ; 7 Q—R 8 ch, Q—R 6 ; 8 Q—Kt 2 ch, K any ; Q—B 2 mate.

6.., Q—R 2 ; 7 Q—B 4 ch, etc.

6.., K—Kt 8 ; 7 Q—Kt 6, 7 ch, K—R 7 ; 8 Q—B 2, Kt 2 ch.

6.., P—Q 4 ; 7 Q—K 5 ch, Q—Kt 6 ! (K—Kt 8 ; 8 Q—Kt 7 ch) ; 8 Q—Kt 2 ch, K—R 6 ! ; 9 Q—R 8 ch, Q—R 5 ; 10 Q—B 8 ch, K—Kt 6 (K—R 7 ; 11 Q—B 2 ch) ; 11 Q—K Kt 8 ch.

6.., P—R 4 ; 7 Q×P ch, Q—Kt 6 ; 8 Q—R 6 ch, Q—R 6 ; 9 Q—K Kt 6 (threatening Q—B 2 ch), Q—Kt 6, B 8 ; 10 Q—R 7 ch, Q—R 6 ; 11 Q—B 2 ch, etc.

The final mating position is similar to the positions in Nos. 20, 24 and 33, and characteristic of the end-game Queen and Bishop against Queen. It must be tried to come to such positions in the practical game.

No. 19a
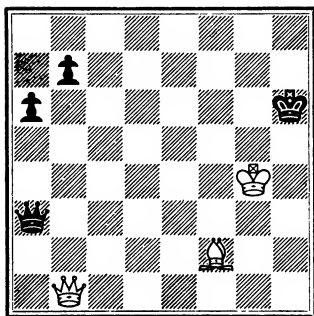
1 Q—Kt 6 ch   K—Kt 2 !
2 Q—B 7 ch

If 2 Q×P ch ?, K—B 1 ; 3 Q—B 8 ch, K—B 2 ; 4 Q—B 5 ch, K—K 1 ; 5 B—B 5, Q—R 5 ch ; 6 K—Kt 5, Q—B 3 ; or 4 Q—B 4 ch, K—K 1 ; 5 Q—B 6 ch, K—B 2 ; 6 Q—Q 5 ch, K—K 1 without any result.

2   K—Kt 3 !

If 2.., K—B 3 ; 3 Q—Q 7, threatening B—Q 4 ch (if .., K—K 4 ; 4 Q—B 5 ch) and if 2.., K—R 3 ; 3 B—Q 4, Q—B 1 ; 4 Q—R 2 ch, and mate next move. Not good is 2.., K—Kt 1 ; 3 Q—B 4 ch, K—R 2 ; 4 Q—K B 7 ch, K—R 3 ; 5 B—Kt 3.

3 B—Q 4

A quiet move, like 6 B—K 4 in No. 33 or 2 B—Q 5 in No. 19.

3   Q—B 1
4 Q—Q 7 !

If 4 Q—Kt 6 ch as in No. 19, then 4.., K—B 2 (K—R 2 ? ; 5 Q—Kt 1 ch) ; 5 K—B 5, Q—R 6 ; 6 Q—K 6 ch, K—B 1 ; 7 Q—B 8 ch, K—B 2 ; 8 Q—B 4 ch, K—K 1 ; White's Queen cannot reach now the square Q 5 (as Black's Pawn prevents the check on Q B 6) ; therefore White is unable to play 9 K—B 6 ? on account of 9.., Q—B 6 ch.

4   Q—K Kt 1
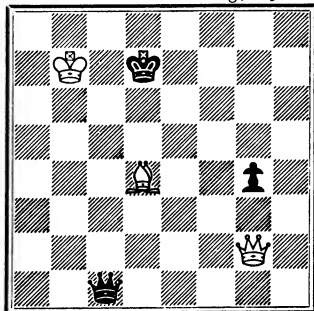5 Q—B 5 ch   K—R 3 dis ch
6 K—R 4   Q—Q 1 ch
7 B—B 6 and wins

The presence of Black's Pawns prevents a possible stalemate by 7.., Q—Q 5 ch.

No. 20
Deutsche Schachzeitung, 1912.

1 Q—Q 5 ch   K—K 2 !
......Or .., K—K 1 ; 2 B—B 5 !, Q—Kt 7 (Kt 8) ch ; 3 K—B 8, or 2.., Q moves anywhere ; 3 Q—K 6 (Kt 8) ch.

2 Q—K B 5 !
　　Threatening B—B 5 ch.
2　　　　　　Q—R 8 ch
3 K—B 7　　　Q—R 7 ch
4 K—B 8
　　But not 4 B—K 5 ?, Q—R 3,
　　and Black would be out of
　　trouble. If for example, 5 Q—
　　Q 7 ch ; 6 B—Q 6 ch and 7
　　Q—K 8 ch then .., K—R 2 ! ;
　　8 B—K 5, Q—Q B 8 ch, etc.
4　　　　　　Q moves
5 B—B 5 ch
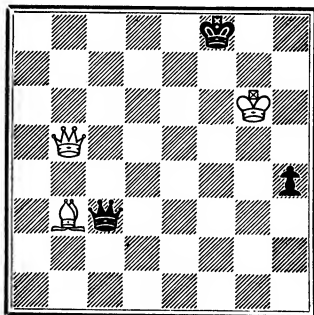　　And mate next move.

————

2　　　　　　K—Q 3
3 B—K 5 ch　　K—Ǩ 2 !
4 B—B 6 ch　　K—Q 3(K 1)
5 Q-K5(K6)ch
　　Succeeds in mating Black's
　　King. In the second variation
　　after the third and fourth moves
　　of White appear possibilities
　　of capturing Black's Queen by
　　discovered checks as in No. 15.

No. 21
500 Endspielstudien.

1 Q—Q 7　　　Q—Kt 6 ch
　　......If .., Q×B ? ; 2 Q—
　　Q 8 mate.
2 K—R 7　　　Q×B
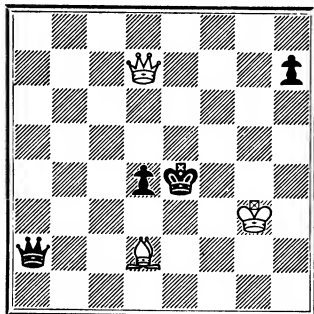3 Q—Q 8 ch　　K—B 2
4 Q—Kt 8 ch
　　And wins the Queen.

　　The simplest of all similar
positions. In this study as
likewise in some of the next
(Nos. 27, 29, 30, 31, 37, 39 and
others) White sacrificing the
Bishop entices Black's Queen

to an unfavourable square
which permits the capture of
the Queen by driving Black's
King to the same rank, file or
diagonal.

No. 22
Trudovaia Pravda, 1926.

1 Q—K 7 ch　　K—Q 6
　　......Or .., K—B 4 ; 2
　　Q—Kt 5 ch, K—K 5 ; 3 Q—
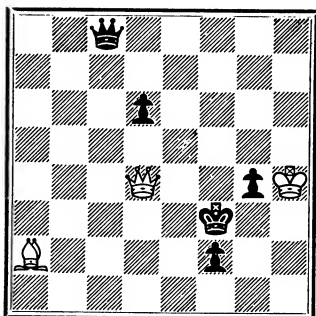　　B 4 ch, K—Q 6 ; 4 Q—B 5 ch.
2 Q×P ch　　K—K 7
3 Q—R 5 ch　　K—Q 6
4 Q—B 5 ch　　K—Ǩ 7
5 Q—B 3 ch
　　Black's King is forced to
capture the Bishop after which
the Queen is lost.

No. 23

1 B—Q 5 ch　　K—K 7
2 B—B 4 ch　　K—B 6 !
　　......If 2.., K—K 8 ? ; 3
　　Q—B 3 ch and 4 B—Kt 3 ch.

3 Q—B 3 ch	K—B 5 !
4 Q—B 1 ch	K—K 5 !
5 B—Q 3 ch	K × B
6 Q × Q	K—K 7 (Q 7)
7 Q—B 4 (ch) and wins	

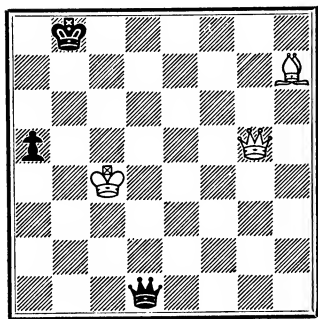| 4 | K—K 4 |
5 Q—K 3 ch	K—B 4 !
6 B—Q 3 ch	K—B 3
7 Q—Kt 5 ch	K—B 2 !
8 B—Kt 6 ch	K—K 3
9 B—B 5 ch	K—B 2 !
10 Q—Kt 6 ch	K—K 2 !
11 Q—Kt 7 ch	K—K 1 !
12 Q—Kt 8 ch	K—K 2
13 Q × Q	P—B 8 (Q)

......It seems as if Black has lost only a Pawn, but Black's position has become worse and the second Queen will be lost.

| 14 Q—K 6 ch | K—B 1 |
| 15 Q—B 6 ch | |

Any move of Black's King is followed by a check with the Bishop, and Black's Queen is lost.

No. 24

Bohemia, 1911.

| 1 Q—K 5 ch | K—Kt 2 |

......Or .., K—R 2 ; 2 Q—B 7 ch, K—R 3 ; 3 B—Q 3 !

| 2 B—K 4 ch | K—B 1 ! |

| 3 B—B 5 ch | K—Q 1 ! |

......If .., K—Kt 2 then 4 Q—Kt 5 ch, K—B 2 ! ; 5 Q—B 5 ch, K—Q 1 ! ; 6 Q—K B 8 ch, K—B 2 ; 7 Q—B 8 ch, K—Kt 3 ; 8 Q—B 5 ch gives a mating position.

| 4 K—B 5 ! | Q—Q 7 |
| 5 K—B 6 ! | Q—B 8 (R 3) ch |

| 6 K—Kt 7 | Q—R 8 ch |

......Or .., P—R 5 ; 7 B—Q 3, P—R 6 ; 8 B—Kt 5.

7 B—K 4	Q—R 3 !
8 B—B 6	Q—R 2 ch
9 K—Kt 8	Q—Kt 8 ch
10 B—Kt 5 and wins	

| 4 | Q—B 8 ch |
| 5 K—Kt 6 | Q—K Kt 8 (R 3) ch |

| 6 K—Kt 7, etc., as above | |

A similar manœuvre of White's King will be found in the study No. 33.

No. 25

Tidschrift för Schäck, 1917.
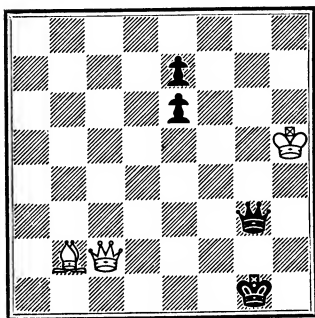
| 1 B—Q 4 ch | K—B 8 |

......If .., K—R 8 then Q—K 4 ch, Q—Kt 7 ; 3 Q—K 1 ch, K—R 7 ; 4 B—K 5 ch.

| 2 Q—Q 1 ch | K—Kt 7 ! |
| 3 Q—K 2 ch | K—R 6 ! |

4 Q—K 4 !

Black is in *Zugzwang* and is going to lose the Queen in spite of having 22 squares open to go to. For example, 4.., Q—Q 3 (B 2, Kt 1) or Kt 6 (Q R 6) ; 5 Q—Kt 4 (R 4) ch, K—R 7 (Kt 7) ; 6 Q—Kt 1 ch (B 2 ch), K—R 6 ; 7 Q—B 1 ch, K—R 7 ; 8 B—Kt 1 ch (and if Black's Queen is o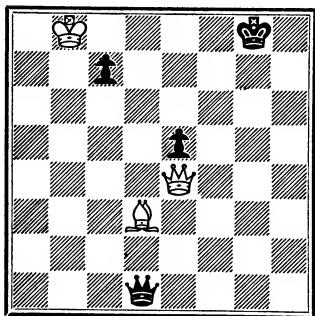n Q Kt 6, 8 B—K 5 ch), K—Kt 6 ; 9 B—B 2 ch, K—B 6 (B 5) (if K—R 7 would follow mate in four moves) ; 10 B—B 5 (Kt 6, R 7) ch, etc.

4	P—K 4
5 B×P	Q—Kt 8
6 Q—B 3 ch	

And mate next move.

No. 26

Tidschrift för Schäck, 1910.

| 1 Q—R 7 ch | K—B 1 |
| 2 B—B 4 | Q—Q 1 ch |

......If .., Q—B 6 then 3 K×P (threatening 4 Q—Kt 8 ch and 5 Q—Q 8 mate), K—K 1 ; 4 Q—Kt 8 ch, Q—B 1 ; 5 Q—Kt 6 ch and mate next move ; but if 2.., K—K 1 then 3 Q—B 7 ch ; 4 Q—B 6 ch and 5 B—Kt 5 ch. A characteristic position (compare with No. 33).

3 K—Kt 7   Q—B 3 !

......Of no value is Q—K 1 as the Queen deprives the King of a square. 4.., Q—R 8 ch ; 5 Q×P ch, K—B 1 ; 6 Q—B 6 ch.

4 K—B 8 !

The threat is Q—Kt 8 ch.

4   Q—Kt 2 !

......4.., K—K 1 does not work because of 5 Q—Kt 8 ch.

5 Q—R 4

Taking advantage of the fact that Black's Queen has with the last move deprived the King of a square and has freed the diagonal Q 8—R 4.
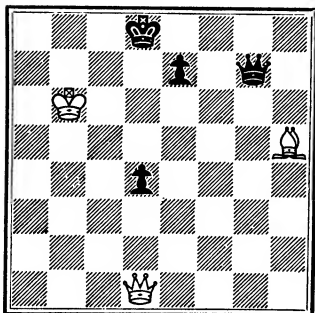
5   Q—Kt 3

......Providing against 6 Q—Q 8 ch, but opening another possibility.

6 Q—R 8 ch

And mate in two moves. The Pawn on K 4 was the cause of the defeat, limiting the area of activity of Black's Queen.

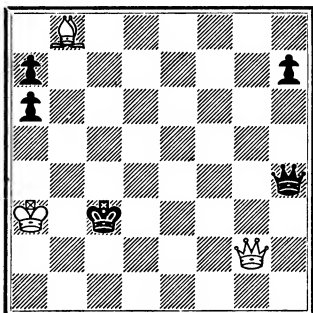## No. 27

Tidschrift för Schäck, 1910.

| 1 Q—R 4 | Q—R 3 ch ! |

2 K—Kt 7   Q × B

3 Q—R 8 ch   K—Q 2

4 Q—B 8 ch   K—Q 3

5 Q—B 6 ch

And wins the Queen.

No. 28

Deutsche Schachzeitung, 1914.

1 B—K 5 ch   K—B 5

2 Q—B 6 ch   K—Q 6

3 Q—K B 3 ch   K—B 5 !

      ......If .., K—B 7 (Q 7) then 4 Q—K 2 ch (B—B 4 ch) and mate in two moves.

4 B—B 6 !

    Black's Queen cannot find a safe retreat. For example, 4.., Q—K 8 ; 5 Q—B 6 ch, K—Q 6 ; 6 Q × P ch, K—B 7 !; 7 Q—R 4 ch, K—Q 6 ; 8 Q—Kt 5 ch, K—B 7 ; 9 Q—Kt 3 ch, K—Q 7 ; 10 B—B 3 ch and wins. Or 4.., Q—R 3 ; 5 Q—B 3 (K 4) ch, K moves ; 6 Q—K 5 ch, K—Kt 3 (B 3) (if otherwise mate in three moves); 7 Q—K 6 ch and if K—B 4 (B 2) then 8 B ch but if K—Kt 4 (Kt 2) then 8 Q—Q 5 (Q 7) and mate in a few moves.

No. 29

Tidskrift för Schack. 1910.
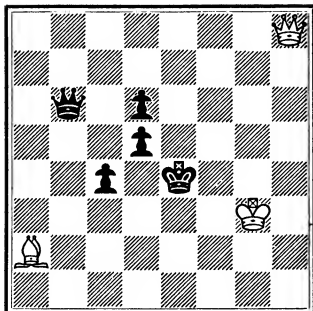
1 B—Kt 1 ch   K—K 6

2 Q—R 2   Q × B

3 Q—B 2 ch   K—K 5

4 Q—B 4 ch

    And wins the Queen with the next move.

No. 30

Niva, 1911.

1 B—Kt 7   Q—R 2

      ......The only possible retreat of the Queen.

2 Q—R 2 ch   K—B 4

3 Q—Kt 3 !

    3 Q—R 3 ch ? does not win ; 3.., K—B 3 !

3   K—B 3 !

      ......Or 3.., Q × B ; 4 Q—Kt 5 ch and 5 Q—Kt 2 ch. Or 3.., P—Q 4 ? ; 4 Q—Kt 6 ch and 5 Q—Kt 5 mate.

4 K—R 6

>The threat is Q—Kt 7 ch and Q—Kt 5 mate. If 4 Q—B 4 ch ? then .., K—Q 2 ; 5 Q—B 7 ch, K—B 3 ; 6 Q—K 8 ch, K—B 2 all useless.
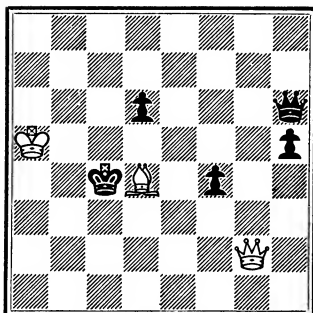
4   Q×B

5 Q—Kt 5 ch

>And wins the Queen with the next move.

4   P—Q 4

5 Q—Kt 7 ch

>With B—B 8 ch following.

4   K—Q 2

5 Q—B 7 ch   K—B 1
6 Q—Kt 7 ch

>Followed by a check with the Bishop.

4   K—B 2

5 Q—Kt 7 ch

>Followed by a check with the Bishop.

In the previous studies the helplessness of Black's Queen had been caused by the King being enmeshed in a mating position. In the present study the position is just in the contrary. The unsuccessful moves of Black's King are caused by the embarrassment of his Queen. After White's first move the Queen has already no satisfactory answer.

No. 31

Bohemia, 1909.
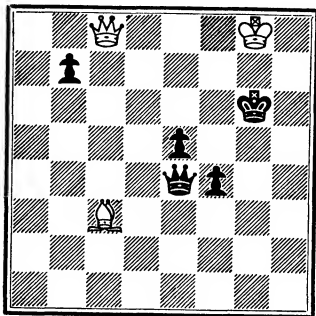
1 Q—Kt 4 ch   K—B 3 !
>......If .., K—R 3 ? then
2 Q—R 4 ch and 3 Q—R 7 ch.

2 Q—Kt 7 ch   K—K 3 !
3 B—Kt 4 !   Q×B
4 Q—B 7 ch

>And wins the Queen. If Black does not accept the sacrifice there are two echo-variations.

---

3   Q—B 4
4 Q—K 7 ch   K—Q 4
5 Q—B 5 ch   K—K 5
6 Q—B 2 ch

>And wins the Queen.

---

3   K—Q 4
4 Q×P ch   K—Q 5
5 B—B 5 ch   K—Q 6
6 Q—Kt 1 ch

>And wins the Queen.

No. 32

For solving this study it must be taken into consideration that Black need not fear losing the Queen as the Pawn on Q R 7 guarantees material equality.

1 Q—Kt 5 ch

>White's plan is to force Black's King to Black's Q R 8 square, where the King will obstruct the Pawn. Useless is 1 Q—R 6 ch ?, K—B 6 ! ; 2

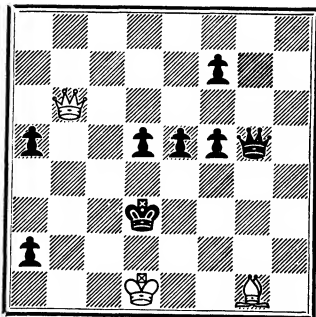Q—B 6 ch (or 2 Q×P ch?, K—Kt 6; 3 Q—Kt 5 ch, K—B 6!; 4 Q—B 5 ch, K—Kt 3; 5 Q×P ch, K—Kt 5!, etc.), K—Kt 5!; 3 B—B 5 ch (if 3 Q—B 5 ch, K—R 5!), K—Kt 6! (but not K—B 5 (B 6) because of 4 B—B 2 dis ch, K—Kt 5; 5 B—K 1 ch, or 4.., K—Kt 6; 5 Q×P ch and wins); 4 Q×P ch, or 4 Q—Kt 5 ch, K—B 6!; 5 Q×P ch, or 4 Q×R P ch, K—B 5, etc. Cramped by the threat of Black's Pawn on Q R 7 White has nothing else but useless checks.

K—B 6 !

......If .., K—K 5 then 2 Q—K 2 ch and 3 B—R 2 ch wins.

Q—B 5 ch   K—Kt 7 !

......Thus Black prevents the loss of his King's and Queen's Pawns, after which loss White could, acting co-ordinately along the diagonals, drive the King into the corner and mate him. For example, 2.., K—Kt 6?; 3 Q×P ch!, K—Kt 5!; 4 Q—B 5 ch (but not 4 B—B 5 ch?, K—B 6!; 5 Q×P ch, K—B 5! draw), K—K t6; 5 Q—Kt 5 ch, K—B 6; 6 Q×K P ch, K—B 5; 7 Q—B 5 ch, K—Kt 6; 8 Q—Q 5 ch and the Bishop can check now on Q 4 or B 5.

Q—Q B 2 ch   K—R 8 !
Q—B 1 ch !   Q×Q ch
K×Q

And the result is a Berger position in which White by best defensive play of Black mates in thirteen moves. For example, 5.., P—Q 5; 6 B—B 2, P—B 5!; 7 B—R 4, P—B 6; 8 B—Kt 3, P—B 3!; 9 B—R 4 and if now P—R 5 then 10 B—B 2, P—R 6; 11 B—Kt 3, P—Kt 5; 12 B—R 4, P—B 7!; 13 B×P, P—K 6; 14 B—R 4, P—K 7; 15 B—

B 2, P—K 8 (Q) ch; 16 B×Q, P—B 4; 17 B—B 2 and mate next move.

No. 33

Deutsche Schachzeitung, 1912.
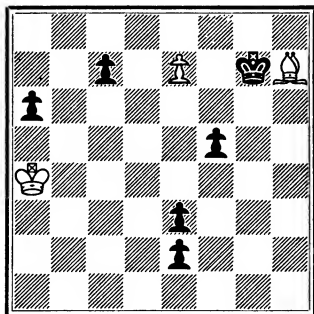
1 P—K 8 (Q)   P—K 8 (Q)

......In the resultant Queen's end-game White's plan is to drive Black's King into a mating net.

2 Q—Kt 6 ch   K—B 1
3 Q—B 6 ch   K—K 1
4 B—Kt 6 ch   K—Q 2
5 B×P ch   K—K 1

......Now, having got the King in a mating net, follows a quiet move with the Bishop.

6 B—K 4

The threat is 7 B—B 6 mate. An extremely typical move in a mate with Q and B.

6   Q—Q 8 ch

......There is nothing left for Black than to play for perpetual check. If K—Q 2 then follows mate in two moves.

7 K—R 5

The King is endeavouring to reach the Q B 8 square where he will be protected from checks by Black's Pawn on Q B 2.

7   Q—Q 7 (K 8, R 4) ch
8 K×P   Q—K 7 ch

...... Or .., Q—R 7 ch ; 9 K—Kt 7, Q—Kt 6 ch ; 10 K—B 8.

9 K—R 7 !

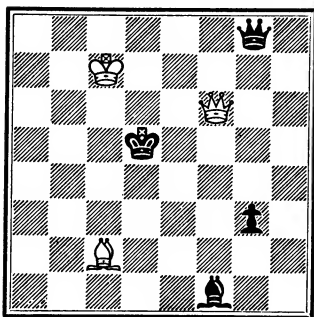Accurate play is very essential. For example, it would be bad here 9 K—Kt 7 ? on account of 9 .., Q—Kt 4 ch.

9
10 K—Kt 7   Q—R 7 ch
11 K—B 8   Q—Kt 6 ch

And Black has no defence against the threat 12 B—B 6 ch (and now also 12 B—Kt 6 ch).

No. 34

Shahmatnoe Obosrenie, 1913.

1 B—Kt 6 !

A move which forces Black to abandon his Queen, who has no squares available for safe retreat.

1   P—Kt 7 !

...... The only defence possible. If K—B 4 then 2 B—B 7 and not only the loss of the Queen is threatened but also Q—Kt 6 mate.

2 B—B 7 ch   K—K 5 !

3 B×Q !

To try to stop the Pawn would only weaken White's position and would lead to a draw. For example, 3 Q—K 6 ch ?, K—B 6 ! or 3 Q—B 6 ch ?, K—B 5 and after that Black King would keep to the squares B 6, K 7, B 6, Kt 6 and eventually also R 7.

3   P—Kt 8 (Q)

...... Apparently Black emerged safely from all troubles having lost only a Pawn. But

4 B—R 7 ch   K—Q 4
5 Q—B 6 ch   K—Q 5

...... And Black loses the second Queen. If 5 .., K—K 4 ? then 6 Q—Q 6 mate.

No. 35

Chess Amateur, 1916.
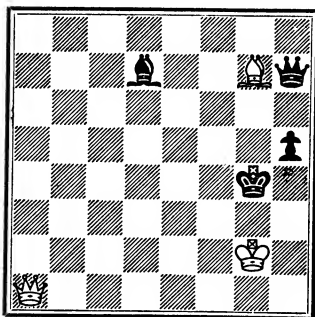
1 Q—Q 4 ch   K—Kt 4 !
2 Q—B 6 ch   K—Kt 5
3 Q—B 3 ch   K—Kt 4
4 Q—Kt 3 ch   B—Kt 5

...... Not .., K—B 4 because 5 Q—Q 3 ch would win the Queen. Apparently Black has with this move finally repulsed the attack, as 5 Q—K 3 ch ?, K—Kt 3 gives nothing. But unexpectedly

5 Q—R 4 ch !

Now the weakness of Black's previous forced move becomes evident as it deprived the King of the Kt 5 square and provoked White to sacrifice his Queen.

5   K—B 5

......Obviously the Queen cannot be captured because of 6 B—B 6 mate. And now White's attack starts with renewed force.

6 Q—B 2 ch   B—B 6 ch

......Clearly the only possible postponement of the disaster.

7 Q×B ch   K—Kt 4
8 Q—Kt 3 ch   K—B 4
9 Q—Q 3 ch

And wins the Queen. Compare with No. 96.

No. 36

L' Echiquier, 1930.
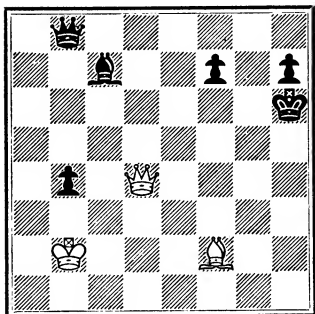
Here we find the idea of pinning Black's pieces, which occurs twice. (Compare with No. 44.)

1 Q—B 6 ch   K—R 4
2 Q—B 5 ch   K—R 3
3 B—K 3 ch   K—Kt 2
4 Q—Kt 5 ch   K—B 1
5 B—B 5 ch   B—Q 3
6 Q—K 5 !

Utilising the fact that Black's Bishop is pinned.

6   K—Kt 1
7 B×B   Q—Q 1 !

......The only way to prevent 8 Q—Kt 5 ch and 9 B—K 5 ch.

8 Q—Kt 3 ch   K—R 1
9 B—K 5 ch   P—B 3
10 Q—Kt 5 !

Again taking advantage of the Pinned Pawn. Now Black loses the Queen.

No. 37

Deutsche Schachzeitung, 1909.
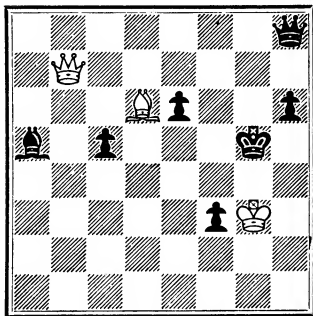
1 Q—K B 7   B—B 2 !

......A forced sacrifice ! Useless is 1.., B—K 8 ch ?; 2 K—R 3, Q—B 3 because of the pinning of Black's Queen by 4 B—K 7. In sacrificing the Bishop Black forces White to give up the squares K 7 and B 4 of White.

2 B×B   Q—B 3
3 B—Q 8 !

Nevertheless pinning the Queen.

3   Q×B
4 Q—Kt 7 ch   K—B 4
5 Q—Kt 4 ch   K—K 4

......Or .., K—B 3; 6 Q—R 4 ch.

6 Q—B 4 ch   K—Q 4
7 Q—Q 2

And wins the Queen.

No. 38

Deutsche Schachzeitung, 1912.
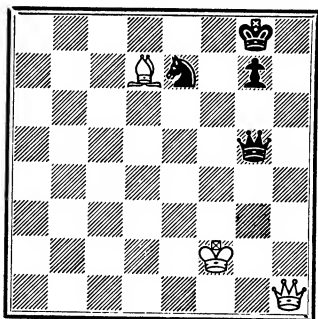
1 B—K 6 ch	K—B 1
2 Q—Q R 8 ch	Kt—B 1
3 Q×Kt ch	K—K 2
4 Q—Q 7 ch	K—B 3
5 Q—Q 8 ch	K—Kt 3
6 B—B 7 ch !	

Taking advantage of the fact that Black's King has to protect the Queen, White succeeds in obtaining an advantageous position.

6	K—B 4
7 Q—Q 5 ch	K—B 5 !

...... If .., K—Kt 5 then 8 Q—B 3 ch, K—R 5; 9 Q—R 1 ch, K—Kt 5; 10 B—K 6 ch, K—B 5; 11 Q—B 1 ch and wins the Queen.

8 Q—Q 4 ch	K—B 4
9 K—B 3 !	

White can achieve nothing with checks only. But now Black's Queen cannot move off her diagonal K R 3—Q B 8 because of mate.

|	
9	P—Kt 3

...... This move deprives Black's King of a very essential square, but there is no better move as Black is in *Zugzwang*. For example, 9.., Q—R 3 or B 8; 10 Q—Q 5 ch, 11 Q—K 6 ch; 12 Q—K 5 ch and mate next move.

10 Q—Q 5 ch	K—B 3
11 Q—Q 8 ch	K—B 4
12 B—K 6 ch	

And wins the Queen.

No. 39

Deutsche Schachzeitung, 1911.
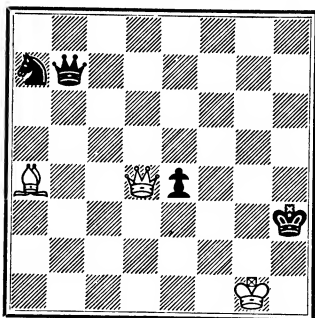
1 B—Q 7 ch	K—R 5
2 Q—R 8 ch	K—Kt 4 !

...... Otherwise mate in two moves.

3 Q—Kt 7 ch	K—B 5 !
4 Q—B 6 ch	K—K 6 !
5 Q—Q B 3 ch	K—B 5
6 K—R 2 !	P—K 6 !

...... If .., K—Kt 4 then 7 Q—Kt 7 ch and if Q×B then 7 Q—Kt 3 ch.

7 Q—Q 4 ch	

Useless is 7 Q—B 6 ch ?, K—K 5; 8 B—B 5 ch, K—Q 4 !

7	K—Kt 4

...... If .., K—B 6 then mate in four moves: 8 B—Kt 4 ch, etc.; but if 7.., Q—K 5 then 8 Q—B 6 ch.

8 Q—Kt 7 ch	K—B 5
9 Q—Kt 3 ch	

And wins the Queen along the diagonal.

No. 40
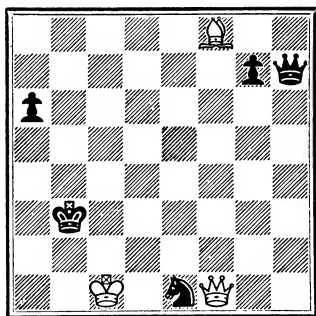
1 Q—B 7 ch   K—B 6 !
2 B×P ch   K—Q 6 !
3 K—Q 1

    In this position none of Black's pieces can be moved. For example, 3.., K—K 5 ; 4 Q—Kt 7 ch (see the 5th move in the text) or 3.., Q—R 7 ; 4 Q—Q 5 ch, K—K 6 ; 5 B—Q 4 ch and 6 B—K 5 ch or 3.., Q—R 8 (R 5) ; 4 Q—Kt 3 ch, or finally 3.., Kt moves ; 4 Q—Kt 3 ch and Q—B 2 ch wins the Queen.

3   P—R 4
4 Q—Kt 3 ch   K—K 5
5 Q—Kt 7 ch

    And wins the Queen with 6 Q—Kt 1 ch or 6 B—K 5 (Q 4) ch.

No. 41

500 Endspielstudien
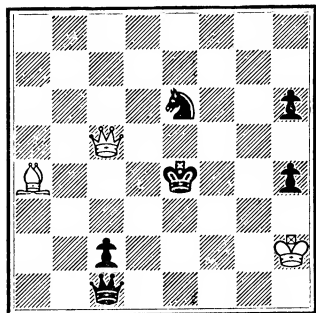
The present study as well as the previous one is composed on the theme of ambush. The piece is moved with a check and Black's Queen being exposed is captured.

1 B×P ch   K—B 5 !
2 Q—B 3   P—R 4

    ......Black is in *Zugzwang*. For example 2.., Q—K 6 (B 8) ; 3 Q—B 6 ch or 2.., Kt—Q 5 ? ; 3 Q×Kt ch or 2.., K—Kt 4 ; 3 Q—K 5 ch etc.

3 K—Kt 2

    Now White is also in *Zugzwang*.

3   P—R 6 ch

    ......Again the only move.

4 K—B 2

    With a double threat : 5 Q—Kt 3 mate and 5 Q—B 6 ch.

4   K—Kt 4
5 Q—K 5 ch   K moves
6 Q—Kt 3 (B 6) mate

    Here as also in No. 23 White's Queen is shown acting from an ambush on the vertical line.

No. 42
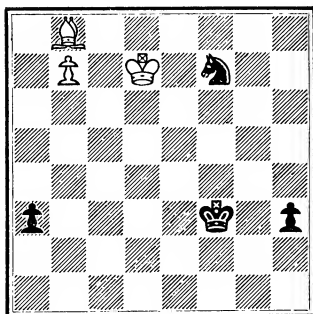
Here as in No. 17 the moves of White express the "Bristol" theme.

1 B—Kt 3

    But not B—R 2 ? (See note to the third move). The purpose of this move is to hold the square K B 4 and to reserve it for the future Queen. If 1 B—R 7 ? Black is saved by the ingenious Knight sacrifice 1.., Kt—K 4 ch. ·2 K—B 7, Kt—B 3 ; 3 K×Kt, P—K R 7 and draws.

1   P—Q R 7
2 P—Kt 8 (Q)   P—Q R 8 (Q)

.....Or 2.., P—K R 7;
3 Q—B 4 ch, K—K 7; 4
Q—K 4 ch, K—Q 7; 5 B × P
etc. as in the text.

3 Q—B 4 ch   K—K 7

.......Or 3.., K—Kt 7
follows mate in two moves.
If White had played 1 B—R 2 ?
(instead of Kt 3) Black would
be saved now by playing 3..,
K—Kt 7! or 3.., K—Kt 7;
4 Q—K 4 ch, K—B 7!

4 Q—K 4 ch   K—Q 7
5 B—B 4 ch   K—B 6
6 B—K 5 ch

And wins the Queen. Black
would also not be saved
accepting the Bishop sacrifice.
For example: 1.., K × B;
2 P—Kt 8 (Q) ch, K—Kt 7;
3 Q—Kt 8 ch, K moves; 4
Q × Kt, etc.

No. 43

Eskilstuna Kuriren, 1916.

In the present study Black's piece
is captured with the help of a dis-
covered check (compare with Nos.
163, 165 and 166).

1 P—Kt 7

The attempt to prevent
Black's Pawn from queening
would lead to nothing. 1 B—
B 2 ? B—Kt 8! (Only this fine
move disproves White's plan.
Disastrous would be 1.., P—
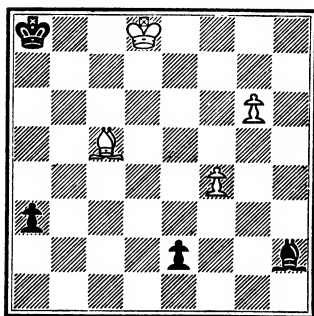R 7?; 2 P—Kt 7, P—R 8

(Q); 3 P—Kt 8 (Q) and Black
is lost because of the bad
position of the Queen. For
example: 3.., K—Kt 2; 4
Q—B 7 or R 7 ch, K—R 3;
5 Q—R 7 ch wins the Queen).
2 P—Kt 7, B × B or 2 B × B,
P—K 8 (Q) or 2 B—K 1 (Kt 3),
(R 4), B—Q 5! In every case
Black gets a draw. If 1 B—
Kt 4 ? Black can fearlessly
advance his Rook-Pawn to
Q R 7 as White's Bishop has
relinquished the domination
on the diagonal Q R 7—K Kt 1.

1   P—K 8 (Q)
2 P—Kt 8 (Q)

The forces are equal in
material but White has a great
positional advantage as Black's
King is very badly placed.

2   K—Kt 2

......Having escaped from
the corner Black's King is now
exposed to the attack of
White's Queen.

3 Q—Kt 3 ch

White is driving the King
to the middle of the board.
It would be wrong to attempt
to mate the King in driving
him to the Q R file. For
example: 3 Q—Q 5 ch ? K—
R 3; 4 K—B 7, B × P ch. and
thanks to the check with the
Bishop, Black is saved.

3   K—B 3
4 Q—Kt 6 ch   K—Q 4
5 Q—Kt 5 !

A very ingenious quiet move
successfully ending White's
attack. Black's King cannot
move as the Queen is lost by
6 Q—K 8 ch. If Black's Queen
moves to a black square the
Bishop decides, as he discovers
a check in moving. If Black's
Queen moves to K 5 or K R 8
she is captured by 6 Q—Kt 7
ch but if to K 3 by Q—Kt 3
ch. After 5.., Q—Q 8 decides
6 Q—Q 7 ch, after 5.., P—R 7
obviously 6 B—Kt 4 ch dis-
covered. The position created

after White's fifth move is very remarkable. Despite apparent freedom of action Black is unable to save his Queen. Very interesting is the combination of themes of a discovered check with the geometrical motif of capture of Black's Queen along the diagonal and the vertical lines.

No. 44

Trudovaja Pravda, 1927
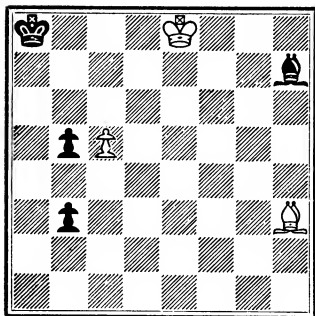
This study is based on the combination of pinning the pieces like No. 36.

1 P—B 6   P—Kt 7 !

      ....Or .., B—K 5; 2 P—B 7, B—Kt 2 ; 3 B—Kt 2 ! or 1.., B—Kt 3 ch ? 2 K—Q 8.

2 P—B 7   P—Kt 8 (Q)

      ....If 2.., B—Kt 3 ch ; 3 K—Q 8, P—Kt 8 (Q) ; 4 P—B 8 (Q ch), K—R 2 ; 5 Q—B 7 ch, K—R 1 ; 6 B—Kt 2 ch (6 K—B 8 ? B—B 4 ch) B—K 5 ; 7 K—B 8 and wins.

3 P—B 8 (Q) ch   K—R 2
4 Q—B 7 ch   K—R 1
5 B—Kt 2 ch   B—K 5
6 Q—K R 7 !

     A similar position is to be found in study No. 164 after 4 B—Kt 4.

6   K—Kt 1
7 B×B and wins

No. 45

Eskilstuna Kuriren, 1915.
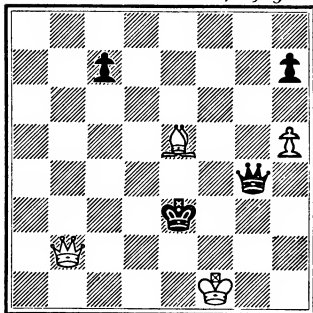
1 Q—B 3 ch   K—K 5
2 Q—Q 4 ch   K—B 4 !
3 Q—Q 7 ch   K—Kt 4

      ....Black's King is bound to protect the Queen.

4 B—B 6 ch   K—B 5 !
5 Q×P ch

     If at once 5 Q—Q 4 ch ? then Black escapes with the move .., K—Kt 6 !

5   K—K 5

      ....The move 5.., K—B 6 would shorten the task of White by one move.

6 Q—K 5 ch   K—B 6 (Q 6)
7 Q—B 3 ch   K—K 5 !

      ....The move 7.., K—B 5 would bring the dissolution two moves earlier.

8 Q—Q 4 ch   K—B 6
9 Q—Q 3 ch   K—B 5
10 K—B 2 !   Q×P

      ....If Black after 7 Q—B 3 ch had replied .., K—B 5 instead of .., K—K 5 then after 8 K—B 2 Black could reply with .., Q—Q 8 but then would follow mate in three moves, 9 Q—K 5 ch ; 10 Q—Kt 5 ch and mate next move.

     The position reached after 10.., Q×P is similar to the position on the diagram only moved upwards and to the right. Therefore it is obviously sufficient for White to repeat the sequence of moves, corresponding to those previously

made, to reach an analogical position only again moved by one square upwards and to the right. It is clear that then Black would not have a defence similar to 10.., Q×P as the role of the White Pawn will be taken up by the Black Pawn on R 2 which only deprives the Black King of an essential flight square.

11	Q—Q 4 ch	K—B 4
12	Q—K 5 ch	K—Kt 3
13	Q—K 8 ch	K—R 3
14	B—Kt 7 ch !	K—Kt 4
15	Q—K 5 ch	K—Kt 5
16	Q—K 4 ch	K—Kt 4
17	K—Kt 3 !	

Compare the present position with the one after White's tenth move.

17   P—R 3

........There is nothing better. If Q—Q 8 then follows mate in three moves.

18	Q—K 5 ch	K—Kt 3
19	Q—K 8 ch	K—Kt 4
20	B—B 6 ch	

And wins the Queen.

The feature of the King being chained to the Queen to protect it recalls the study No. 38.

No. 46

Shahmatni Shurnal, 1896.
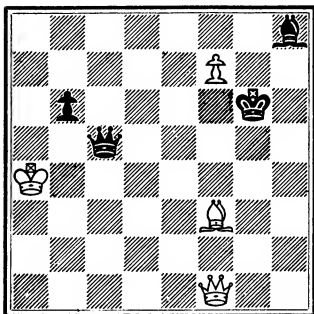
1 P—B 8 (Kt) ch

Forcing Black's Queen to an unfavourable square. If 1

P—B 8 (Q) ? then Q—R 4 ch ; 2 K—Kt 3, Q—B 6 ch and perpetual checks. If 1 B—R 5 ch ? then Q×B ; 2 P—B 8 (Q), Q—R 4 ch and if 1 B—K 4 ch ? then K—Kt 2 and the Pawn is stopped.

1   Q×Kt

......King's moves would be followed by mate in four or five moves or loss of Black's Queen. For example : 1.., K—B 2 ; 2 B—Q 5 dbl ch, etc., or 1.., K—B 4 ; 2 B—Kt 2 dis ch, etc.

2	B—R 5 ch	K—Kt 2
3	Q—Kt 2 ch	K—B 3
4	Q—B 3 ch	

White forces Black's King to his K 2 square.

4		K—Kt 7
5	Q—Kt 4 (Kt 3) ch	
		K—B 3
6	Q—B 4 ch	K—K 2

......After 6.., K—Kt 2 mate in two moves would follow.

7 Q—Kt 4 ch

And wins the Queen.

No. 47

Deutsche Schachzeitung, 1910.

1 Q—R 7 ch   K—K 3 !

......Any other retreat of the King would lead to an immediate loss of the Queen.

2 B—B 8 ch !   K—B 3 !

......K—K 4 would short-
en the struggle by two moves.

3 Q—R 8 ch   K—Kt 4

......Prohibited is K—Kt 3
or B 2 because of the following
check with the Bishop.

4 Q—Kt 7 ch   K—B 5

......If K—R 4 ? then 5
B—Kt 4 ch ; 6 B—B 5, etc.

5 K—B 2 !   Q × B !

......If Q—R 4 then 6 Q—
Kt 4 ch ; 7 Q—Kt 5 ch, and if
5.., Q moves then 6 Q—B 6 ch ;
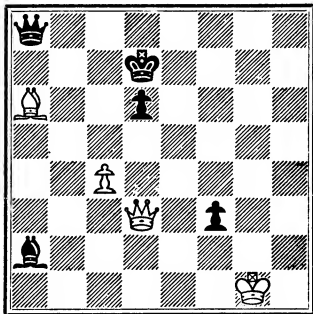7 B—B 5 ch, 8 B—Kt 6 ch ;
9 Q—B 5 ch and mate next
move. If 5.., B × P ? ; 6 Q—
B 6 ch and 7 Q × P ch.

6 Q—Kt 3 ch   K—K 5

7 Q × P ch   K—K 4

......If K—Q 5 then 8 Q—
K 3 ch and 9 Q—B 1 ch.

8 Q—B 3 ch   K—B 5 !

9 Q—Kt 3 ch   K—K 5

10 Q—K 3 ch

And wins the Queen.

The leading theme represents
the capture of the Queen by
checks on the vertical or hori-
zontal lines, the diagonals, and
by unpinning.

No. 48

Deutsche Schachzeitung, 1910.
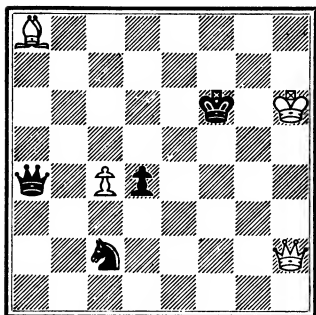
1 Q—Q 6 ch   K—B 4 !

2 Q—Kt 6 ch   K—K 4 !

3 K—Kt 5 !   Q × B !

4 Q—B 5 ch   K—Q 3

5 P—B 5 ch   K—K 2

......Or K—B 2 ; 6 Q—
B 7 ch, K—Kt 1 ; 7 Q—K 8 ch,
K—R 2 ; 8 Q—Q 7 ch, Q—
Kt 2 ; 9 P—B 6, etc.

6 Q—B 6 ch   K—Q 2

7 Q—B 7 ch

And wins the Queen. For
example, 7.., K—B 1 ! ; 8
Q—K 8 ch, K—Kt 2 ; 9 Q—
Q 7 ch, K—Kt 1 (K—R 3 ; 10
Q—R 4 ch and 11 P—B 6 ch) ;
10 Q—Q 8 ch, K—Kt 2 ; 11
P—B 6 ch, K—R 2 ; 12 Q—
R 5 ch, 13 P—B 7 ch, 14 Q ×
Q ch, etc.

No. 49

Shahmatni, 1924.
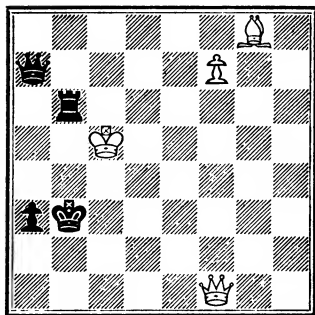
1 Q—Kt 1 ch

To capture the Rook. If 1
Q—Q 1 (Q 3) ch ? then K—
Kt 7 and escapes from further
checks to Kt 8 and after that
to R 8. White can achieve
nothing because of the threat-
ened discovered check.

Black has two continuations :

I

1   K—R 5

2 Q × R   Q × Q ch

3 K × Q   P—R 7

P—B 8 (R)

Certainly not 4 P—B 8 (Q) ? as 4.., P—R 8 (Q); 5 Q—R 8 ch, K—Kt 5 and Black's Queen cannot be captured because of stalemate. But Black has a better defence, postponing the dissolution.

———

Q—K 2 ch

Q—Q 6

White must avoid perpetual check.

Q—Q 6
(Kt 4) ch

K—B 6 !

And three variations :—

Variation A: 4.., Q—Q B 6 or Q—B 8 ch (Q—K 5 or K B 6 ch); 5 K—B 7, P—R 7; 6 Q—R 6 ch or 4.., P—R 7; 5 Q—Q 1 ch, K—R 4; 6 Q—R 5 ch, K—R 5; 5 Q—Kt 7 and if 5.., Q—Kt 6 ch, then 6 Q—Kt 6, Q×Q ch; 7 K×Q, P—R 7; 8 P—B 8 (R) and if 5.., Q—Kt 8 ch; 6 Q—Kt 6, P—R 7, then 7 P—B 8 (R); if 5.., Q—Kt 7 ch; 6 Q—Kt 6, Q—Kt 2; 7 K—R 3 and finally if 5.., P—R 7 then 6 Q—R 6 ch, Q—R 4; 7 Q—B 4 ch, etc.

Variation B: 4.., Q—K Kt 7 coming from K Kt 4; 5 K—B 7, Q—K Kt 2 ! (P—R 7; 6 Q—R 6 ch); 6 K—Kt 6 and if Q—Kt 7 ch (P—R 7; 7 Q—B 8 ch) then 7 K—R 7, Q—B 7 ch (Q—K Kt 2; 8 K—R 6, P—R 7; 9 Q—B 4 ch); 8 Q—Kt 6, Q×Q ch (Q—K B 4; 9 Q—Q 4 or R 6 ch); 9 K×Q, P—R 7; 10 P—B 8 (R) and if 6.., Q—Kt 8 ch then 7 K—Kt 7, Q—Kt 8 ch (Q—K Kt 2; 8 K—R 6, P—R 7; 9 Q—B 6 ch and 10 P—B 8 (Q) ch); 8 Q—Kt 6, P—R 7; 9 P—B 8 (R).

Variation C: 4.., Q—Kt 4 ch coming from K Kt 4; 5 K—B 7, Q—R 4 ch (P—R 7; Q—Q 4 ch); 6 Q—Kt 8 !, Q—Kt 4 ch (P—R 7; 4 Q—Q 7 ch) 7 K—B 8, Q—B 5 ch (P—R 7; 8 P—B 8 (Q)); 8 K—Q 8, Q—R 5 ch (P—R 7; 9

P—B 8 (Q), Q—R 5 ch; 10 the new Q—K 7); 9 K—B 7, Q—B 5 ch (P—R 7; 10 Q—R 6 ch); 10 Q—B 6 ch !, Q×Q ch; 11 K×Q, P—R 7.

In this interesting position (with White's King on B 6 instead of on Kt 6) White can promote the Pawn to a Rook and also to a Queen. In the latter case 12 P—B 8 (Q), P—R 8 (Q); 13 Q—R 8 ch !, K—Kt 5; 14 Q—Kt 8 ch !, K—B 6; 15 Q—K 5 ch, K—Kt 5; 16 Q—B 5 ch, K—R 5; 17 Q—Kt 5 ch, K—R 6 and mate next move.

II

1		K—B 6
2	Q×R	Q×Q ch
3	K×Q	P—R 7
4	P—B 8 (B) !	K—Kt 7
5	B—Kt 7 ch	K—Kt 8
6	B—R 7 ch etc.	

Here also the result is delayed if play proceeds.

———

2   Q—K 2 ch

3 Q—Q 6

Variation A: 3.., Q—R 2 ch; 4 K—Kt 5, Q—Kt 2 ch (P—R 7; 5 Q—Q B 6 ch, K—Q 7 or Q 6; 6 Q—Q 5 ch and 7 P—B 8 (Q); or 5.., K—Q 5 or Kt 7; 6 P—B 8 (Q)); 5 Q—K Kt 6, Q×Q ch; 6 K×Q, P—R 7; 7 P—B 8 (B), etc.; or 5.., Q—B 6 or R 1 or B 1; 6 Q—Q B 6 ch and after exchanging Queens White's Pawn moves on and is promoted to a Bishop or a Queen. In the latter case play proceeds 8.., P—R 8 (Q); 9 Q—B 6 ch, K—Kt 5; 10 Q—K 7 ch, K—R 5 (K—B 6; 11 Q—K 5 ch); 11 Q—R 7 ch, 12 Q—Kt 8 ch, etc.

Variation B: 3.., Q—K 6 ch; 4 K—Kt 5, Q—K 7 ch (P—R 7 ?; 5 Q—R 3 ch, K—Q 5 !; 6 Q—B 5 ch, K—Q 6; 7 Q—Q B 4 ch, K—Q 7; 8 Q×P ch); 5 K—Kt 6, Q—Kt 7 ch (P—R 7; 6 Q—R 3 ch,

K—Q 5 ; 7 P—B 8 (Q)) ; 6
K—R 5 !, P—R 7 ; 7 Q—
K 5 ch, K—B 7 ; 8 B—R 7 ch,
K—Kt 6 ! ; 9 Q—Q 5 ch and
succeeds in mating.

No. 50

Deutsche Schachzeitung, 1909
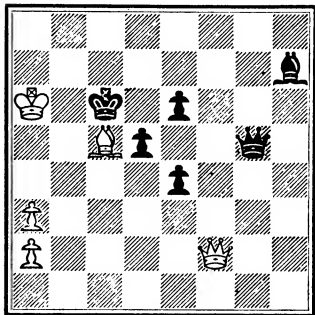
| 1 Q—B 8 ! | Q—Kt 6 ! |
| 2 Q—K 8 ch ! | K × B |

......Or K—B 2 ; 3 B—
Kt 6 ch and 4 Q—Kt 8 ch.

3 Q—Kt 5 ch	K—Q 5 !
4 Q—Kt 6 ch	K—B 5
5 Q—Kt 4 ch	K—Q 6
6 Q—Kt 3 ch	

And wins the Queen.

1	Q—K 4
2 Q—K 8 ch	K × B
3 Q—Kt 5 ch	K moves
4 Q—Kt 2	

(or Kt 8) ch

Wins the Queen.

| 1 | K—Q 2 (B 2) |
| 2 Q—Q 6 ch | |

And succeeds in mating.
Comparing this with the
studies Nos. 47 and 48 here we
find a new idea. There the
Queen accepted the sacrificed
Bishop, here the King takes
the Bishop and the Queen in
parrying the attack of White is
captured.

No. 51

Deutsche Schachzeitung, 1911
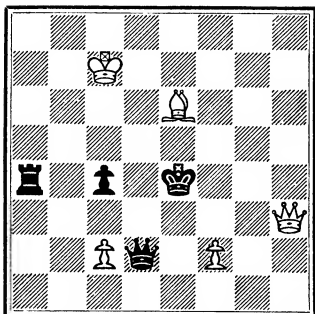
1 B—Q 5 ch

With this sacrifice White
lures Black's Queen to an
unfavourable square.

| 1 | Q × B |

......The attempt not to
accept the sacrifice is analysed
later.

2 Q—Kt 4 ch

The sequence of checks leads
to the capture of Black's Queen
or mate.

| 2 | K—K 4 |
| 3 Q—Kt 5 ch | K—K 3 |

......K—K 5 would shorten
the struggle by two moves.

| 4 Q—Kt 8 ch | K—K 4 |
| 5 P—B 4 ch ! | |

Utilising the fact that the
King is forced to protect his
Q 4 square.

| 5 | K—K 5 |

......K—Q 5 would shorten
the end by one move (6 P—
B 3 ch).

6 Q—Kt 2 ch	K—Q 5
7 P—B 3 ch !	K—B 4
8 Q—Kt 1 ch	

And mate in two moves.

| 1 | K—Q 5 |

......Or K—K 4 ; 2 Q—
K 6 ch, K—Q 5 ; 3 Q—B 6 ch,
etc. See later.

2 Q—R 8 ch !   K—B 4

3 Q—B 8 ch

It is essential that Black's King make the capture on the Q 5 square. For that purpose White shifts the Queen to the sixth rank.

3   K—Q 5

4 Q—B 6 ch   K—B 4

5 Q—Kt 6 ch   K × B

6 Q—Q 6 ch

And wins the Queen.

The last variation reminds one of No. 22.

No. 52

The open, and at the same time cramped position of Black's King coupled with the unfavourable position of Black's Queen gives White the chance to succeed with a brilliant winning combination sacrificing Bishop and Pawn.

1 Q—K 8 ch   K—Q 3

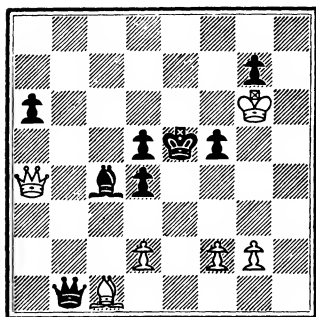......Weaker is K—B 5 ; 2 P—Q 3 dis ch !, Q × B (K—Kt 5 ; 3 Q—K 2 ch, etc.) ; 3 Q—Kt 8 ch and 4 Q—Kt 3 mate.

2 Q—Q 8 ch

If 2 B—R 3 ch, Black has only one, but a sufficient reply, K—B 2.

2   K—K 3 !

......Considerably weaker is K—B 3 . 3 Q—B 8 ch, K—Q 3 ; 4 B—R 3 ch, K—K 4 ; 5 Q—K 8 ch, 6 B—Q 6 ch and mate in two moves. Bad is 2.., K—B 4 ; 3 Q—K B 8 ch, K—B 3 ; 4 Q—Q B 8 ch, K—Q 3 ; 5 B—R 3 ch, etc. Disaster quick as lightning follows 2.., K—K 4 ? ; 3 Q—K 7 ch and 4 P—Q 3 dis ch.

3 B—R 3 !

White wastes time in order to bring the Bishop into play. Now mate is threatened by Q—K 7 ch. But Black uses the granted breathing time to free himself.

3   P—B 5 dis ch

......After 3.., K—K 4 follows a mate in three moves.

4 P—Q 3 !

The time wasted by the quiet Bishop-move forces White to act energetically and not to hesitate in sacrificing Pawn and Bishop.

4   Q × P ch

......If B × P ch then 5 K—Kt 5.

5 K × P

Had White not sacrificed the Pawn this move would have been impossible because of Black's Queen giving check on Kt 2.

5   Q × B !

........This is necessary as White is threatening mate in three moves, 6 Q—Q 6 ch, etc. If 5.., K—B 4 then 6 Q—Q 7 ch, K—Kt 4 ; 7 B—K 7 ch and mate in two moves.

6 Q—B 8 ch   K—K 4

7 Q—K 8 ch   K—B 4

......If otherwise, White wins the Queen along the diagonal.

8 Q—Kt 6 ch   K—K 4

9 Q—B 6 ch   K—K 5
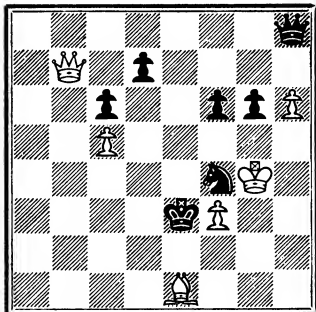
10 Q—K 6 ch   K—Q 6

...... Now follows a check along the rank.

11 Q—R 3 ch

And wins the Queen.

No. 53
500 Endspielstudien

White wins because of the inferior position of Black's King.

1 Q—Kt 4   P—B 4 ch

...... This forced move opens the long Black diagonal exposing Black's queen to the attack of White's Bishop.

2 K—Kt 3   Kt—K 7 ch
3 K—Kt 2   Kt—B 5 ch

...... White's second move seems to have been bad. But if 2 K—Kt 5 ?, after 2.., Kt—R 6 ch !; 3 K×P, Q—K 1 ch would lead to a draw as White's King would be in a similar position to Black's King.

4 Q×Kt ch !

The over zealous activity of the Knight makes this sacrifice of the Queen necessary. If 4 K—B 1 ? then K×P would free Black's King from the cramped position.

4   K×Q
5 B—Q 2 ch

Black's Pawn B 4 now blocks the retreat of the King.

5   K—K 4
6 B—B 3 ch

And wins the Queen.

No. 54
500 Endspielstudien
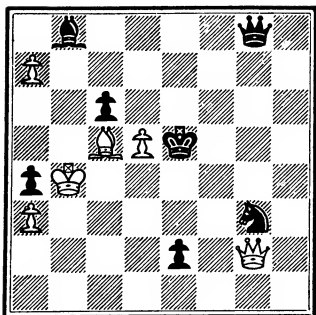
The play is divided into two parts : the combinative and the theoretical.

1 Q×Kt ch   Q×Q
2 P×B (B) ch !

If P×B (Q) ch ? then 2.., K×P; 3 Q×Q, P—K 8 (Q) ch !; 4 Q×Q and stalemate.

2   K×P
3 B×Q   K—K 3 !

...... Should Black's King succeed in reaching his Q R 1 square the result would be a theoretical draw.

4 K—R 5 !

To thwart Black's plan. If, for example, 4 K×P ? then K—Q 2 !; 5 K—R 5, K—B 1 ; 6 K—Kt 6, P—K 8 (Q) ; 7 B×Q, K—Kt 1 and Black is saved.

4   K—Q 2
5 K—Kt 6 !   K—B 1
6 K—R 7

Now begins the theoretical part of the study. It is well known that White in this position cannot win with one Bishop. The presence of a second Black Bishop (seeming to be of no use at all) makes the win for White possible. Black's King can easily be driven away from White's King two files further. The shortest way against the best play of Black continues as follows :—

6   K—Q 1

7	K—Kt 8	K—Q 2
8	K—Kt 7	K—Q 1
9	K×P	K—B 1
10	B (B 5)—Q 6	K—Q 1
11	B—R 4 ch	K—B 1 (K 1)
12	B—R 2	P—K 8 (Q)

......12.., K (if on K 1)—
B 2; 13 K—Kt 5.

13	B×Q	K—Q 1
14	K—Kt 7	K—K 2 !
15	B—R 4 ch	K—Q 2 !
16	B—Kt 5	K—K 3(K 1)
17	K—B 6	K moves
18	K—Kt 5	K moves
19	K×P etc.	

If Black on the first move
does not take the Queen, but
moves his King, for instance,
to B 4, then White wins as
follows :—

2	Q—B 3 ch	B—B 5 !
3	Q—Q 3 ch	K—B 3
4	B—K 7 ch !	K—B 2

......4.., K—Kt 2 ; 5 Q—
B 3 ch, K—Kt 3 ; 6 Q—B 6 ch
and after exchanging Queens
on K Kt 8 White plays P—
R 8 (Q) ch or B—R 4 ; but if
4.., K×B ; 5 Q×P ch and
6 Q—K 6 ch.

| 5 | Q×P | Q—Q R 1 |
| 6 | Q—K 6 ch etc. | |

If in this variation Black
instead of 3.., K—B 3 plays :

3		K—Kt 4
4	B—K 7 ch	K—Kt 5
5	Q×P ch	K—Kt 6
6	Q—R 6	Q—Q R 1
7	P×P etc.	

If Black instead of 2..,
B—B 5 plays

2		K—Kt 4
3	B—K 3 ch	K—Kt 3
4	Q—Kt 4 ch etc.	

If finally Black's King on the
first move instead of K—B 4
moves to

| 1 | | K—B 3 or K 5 |

then White wins with Queen-
checks on B 3 and K 3 as
analysed above.

No. 55

Niva, 1911
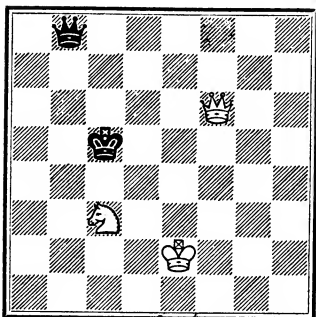
1 Kt—R 4 ch

Checks with the Queen give
nothing.

| 1 | | K—B 5 |

......The King cannot go
on the Q Kt file because of
check with the White Queen
on Kt 2.

| 2 | Q—B 3 ch | K—Q 4 |
| 3 | Q—B 3 ch ! | |

Of all checks available for
White only this one leads to
victory.

| 3 | | K—K 3 |

......The best. If 3..,
K—B 5 then 4 Q—Q 3 ch and
if 3.., K—Q 3 (K 4) then 4
Q—Kt 3 ch.

4 Kt—B 5 ch

The Knight is hurrying to
help the Queen.

| 4 | | K—K 2 |
| 5 | Q—K 4 ch | K—Q 1 |

......Or .., K—B 2 ; 6
Q—R 7 ch, K—B 3 ; 7 Kt—
Q 7 ch.

6	Q—R 4 ch	K—B 1
7	Q—R 8 (R 3) ch	K—B 2
8	Kt—R 6 ch wins	

No. 56

Shahmatnoe Obosrenie, 1910

1 Q—K 7 ch !

If Q—Q 3 ch then K—R 3 ! ;
2 Q—Q 2 ch, K—Kt 3 ! gives
a draw.

1	K—Kt 3 !
2 Kt—B 8 ch !	K—B 4
3 Q—R 7 ch	K—B 5

......If K—B 3 (or K 4)
then 4 Kt—Q 7 ch.

4 Q—Q 3 !

Threatening mate in the
middle of the board : 5 Kt—
Kt 6 mate.

| 4 | Q × Kt |
| 5 Q—B 1 ch | |

And wins the Queen along
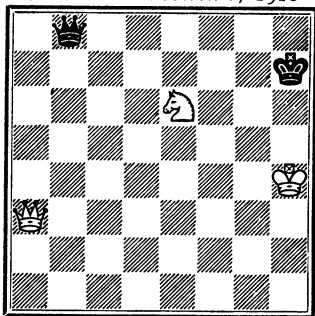the file. The same theme is to
be found in No. 72, only this
is more simple.

No. 57

Tidschrift för Schack, 1916
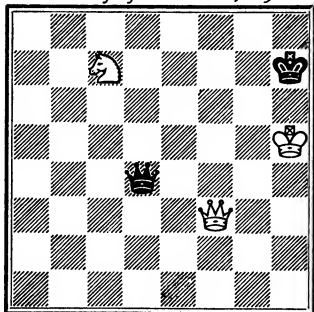
1 Kt—K 6

Black's Queen having 27
squares to go to cannot save
the King from mate.

1	Q—K 4 ch
2 Kt—Kt 5 ch	K—Kt 2
3 Q—B 7 ch	

And mate next move.

1	Q—R 2 !
2 Q—B 5 ch	K—R 1
3 Q—B 8 ch	

And mate next move.

No. 58

500 Endspielstudien
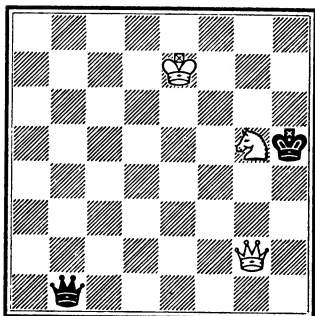
1 Kt—K 6 !

From six squares available
the Knight chooses to move
to K 6.

| 1 | Q—B 8 |

......2 Q—Kt 5 mate was
threatened. If Black's King
had moved White would have
mated in two or three moves.

2 Q—R 3 ch	K—Kt 3
3 Q—Kt 4 ch	K—R 3
4 Q—R 4 ch	K—Kt 3
5 Kt—B 4 ch	K—B 4 !
6 Q—R 7 ch	

And wins the Queen. For
example, 6.., K—Kt 5 (Kt 4) ;
7 Q—R 5 ch, etc.

1	Q—Kt 4
2 Kt—B 4 ch	K—R 5
3 Q—R 3 ch	

And wins the Queen with
the next move.

1	Q—Kt 5 ch
2 K—B 7	Q—Kt 5
3 Q—R 2 ch	Q—R 5
4 Q—K 5 ch	K—Kt 5
5 Q—B 4 ch	K—R 6
6 Kt—Kt 5 ch	

And wins the Queen.

1	Q—R 2 ch
2 Kt—Kt 7 ch	

Possible also is 2 K—B 6, Q—R 3 ch; 3 K—B 7, Q—R 2 ch; 4 Kt—Kt 7 ch, etc., with loss of two moves. If 2.., K—R 3!; 3 K—B 6!, etc.

No. 59

Tidschrift för Schack, 1910

1 Kt—Kt 4 !

White does not get any profit from his material advantage of playing 1 P—R 8 (Q) at once. After Black has queened his Pawn 1.., P—K 8 (Q) one of White's Knights is lost at any rate. But by sacrificing his Knight White forces Black's King into a bad position.

1	K × Kt

......Not 1.., P—K 8 (Q) because of 2 Kt—B 2 ch.

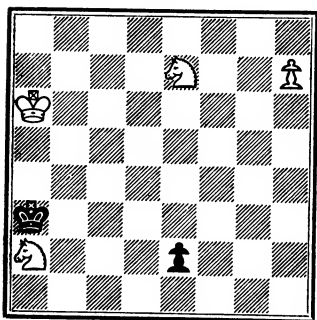| 2 P—R 8 (Q)	P—K 8 (Q)
3 Q—Kt 2 ch	

White would not have had this really disastrous move for

Black playing 1 P—R 8 (Q), P—K 8 (Q); 2 Kt—Kt 4 as now Black is not forced to move K × Kt ?

3	K—B 4 !

......If K—R 5 then 4 Q—R 2 ch, K—Kt 5; 5 Q—R 5 ch and the Queen is lost.

4 Q—Kt 6 ch	K—B 5
5 Q—Kt 5 ch	K—Q 5
6 Kt—K B 5 ch	

And the Queen is lost with the next move by checking along the rank or file. Compare this final position with that in study No. 10.

No. 60

Isvestia Vcik, 1923
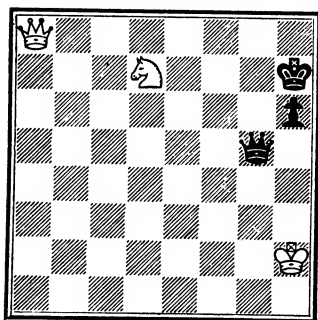
1 Kt—B 8 ch	K—R 1 !
2 Kt—K 6 dis ch	Q—Kt 1 !

......3 to 13: Q—Q R 1, Kt 1, Kt 2, B 2, B 3, Q 3, Q 4, K 4, K 5, B 5, B 6, all checks —K R 2.

14 Kt—B 8 ch wins

In this study we find the stairs-like movement of the Queen approaching the Black King, as also in study No. 74 with the minimum of material.

A similar geometrical stair-like manœuvre of White's Queen away from Black's King will be found in studies Nos. 110 and 118.

No. 61

Deutsche Schachzeitung, 1911

| 1 | Kt—Q 5 ch | K—K 4 |
| 2 | Kt—Kt 6 | |

And wins the Queen. For example,

| 2 | | Q—Q 1 |
| 3 | Kt—B 4 ch | |

or

| 2 | | Q—K 2 (K 1) |
| 3 | Q—K 2 ch etc. | |

No. 62

Deutsche Schachzeitung, 1912
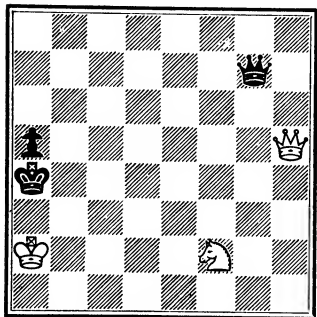
| 1 | Q—Q 5 | Q—B 6 ! |

......As defence against threatened mate.

2	Q—Q 7 ch	K—Kt 5
3	Kt—Q 3 ch	K—B 5
4	Kt—Kt 2 ch	K—Kt 5
5	Q—Kt 7 ch	K—B 4
6	Kt—R 4 ch	

And wins the Queen.

1		K—Kt 5
2	Kt—Q 3 ch	K—B 6
3	Kt—B 4 !	

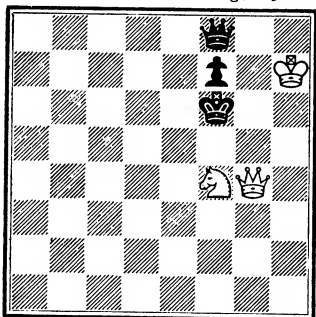The Knight deprives Black's Queen of all black squares (excepting K R 3) because of the threats 4 Q—Kt 3 ch or 4 Q—Q 3 ch, and no other moves either with the King or with the Pawn help. For example, 3.., K—Kt 5 (K—B 7 ? ; 4 Q—Q 3 ch and mate next move) ; 4 Q—Kt 3 ch or 3.., P—R 5 ; 4 Q—B 5 ch, K—Q 7 ; 5 Q—B 2 ch, etc.

| 3 | | Q—Kt 5 |

......The position of Black's Queen on the fourth rank allows White to win the Queen on the sixth move by

| 4 | Q—B 5 ch | K—Q 7 |
| 5 | Q—Q 4 ch | K—K 8 |

......Or K—B 7 ; 6 Q—Q 3 ch, etc.

| 6 | Kt—Q 3 ch | |

And wins the Queen.

3		Q—K R 2
		(K R 3)
4	Q—B 5 ch	K—Q 7
5	Q—Q 4 ch	K—B 8 (B 7)
6	Q—Kt 2 ch	K—Q 8
7	Q—K 2 ch etc.	

No. 63

500 Endspielstudien

With two variations of the present study two different final positions are combined.

1 Kt—R5 dbl ch K—R5 !

...... Or K—B 6 ?, 2 Q—B 4 ch, 3 Q—B 2 ch, and mate next move.

2 Kt—B 6 ! Q—Kt 3 !

...... Besides this move there are only 2.., Q—K R 1 and K R 5 possible as shown later. If 2.., Q—B 1 ? or Kt 4 ? then follows 3 Q—Q B 4 ch, K—R 6 ; 4 Q—B 3 ch, K—R 7 ; 5 Kt—Kt 4 ch ; 6 Q—Kt 3 ch and mate next move.

3 Q—R 2 ch K—Kt 4
4 Kt—R 7 ch K—Kt 5 !
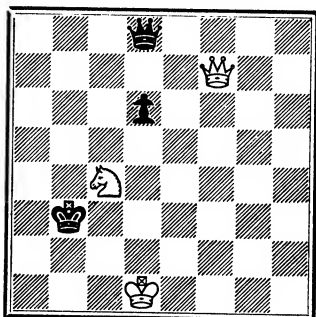5 Q—Kt 2 ch K—B 4
6 Q—K B 2 ch

And wins the Queen. Compare this final position with that of Nos. 4 and 114.

———

2 Q—K R 1 (K R 5)

...... White now brings back the Knight to Q 4.

3 Q—R 7 ch K moves
4 Kt—Q 4 ch K—B 5 !
5 Q—R 2 ch

And now the King is forced to capture the Knight. After that follows a check along the rank on Q R 4 or Q Kt 4 or along the long diagonal on Q R 1 or Q Kt 2 which wins the Queen. Compare with Nos. 75 and 84. As in the previous studies the material advantage alone is not sufficient to secure a win for White, and is presupposed by an advantage of time only, which in the course of the struggle is transformed into an advantage of space.

No. 64

Shahmati, 1923
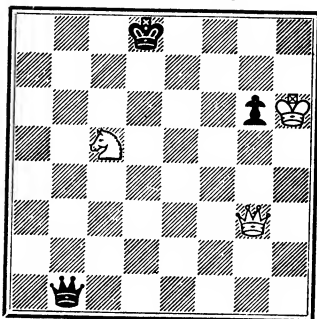
1 Q—Q 6 ch K—B 1

...... If K—K 1 White declares a mate in three moves.

2 Q—B 6 ch

Only with this check White succeeds in obtaining the required position. See fifth move.

2 K—Kt 1 !
3 Kt—R 6 ch K—R 2
4 Kt—B 7 Q—Q Kt 2 !

...... As defence against 5 Kt—Kt 5 ch.

5 Kt—Kt 5 ch K—R 1 !

...... Nevertheless White plays it. If K—Kt 1 ? then 6 Q—K 8 ch, Q—B 1 ; 7 Q—K 5 ch, K—R 1 ; 8 Q—R 1 ch, K—Kt 2 ; 9 Kt—Q 6 ch.

6 Q—K 8 ch Q—Kt 1
7 Q—K 4 ch

With this check White's Queen starts a manœuvre which will eventually lead to the continuation refuted by Black with his fifth move.

7 Q—Kt 2
8 Q—R 4 ch K—Kt 1

...... Now the move 9 Q—K 8 ch would at once be decisive. But White cannot make the move as the Knight is in the way. Therefore the Queen is transferred to R 3. If that succeeds then with a check on K 8 the required position will have been reached.

9	Q—B 4 ch	K—R 1
10	Q—B 8 ch	Q—Kt 1
11	Q—B 3 ch	Q—Kt 2
12	Q—R 3 ch	

White's Queen has now reached an unobstructed diagonal and the position after Black's fifth move has been reached again only the continuation is forced.
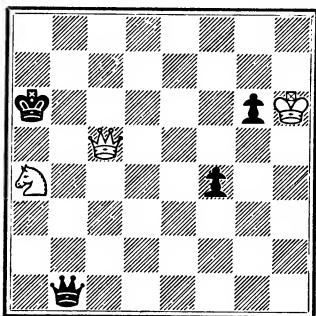
12		K—Kt 1
13	Q—B 8 ch	Q—B 1

. . . . . . Now comes the finale.

14	Q—B 4 ch	K—R 1
15	Q—R 4 ch	

And to prevent mate on the next move Black must sacrifice the Queen.

No. 65

Komsomolskaia Pravda, 1931

1	Q—B 6 ch	K—R 2 !

. . . . . . If K—R 4 ? ; 2 Q—R 8 ch and 3 Q—Kt 8 ch.

2	Kt—B 3	Q—Kt 2

. . . . . . Or Q—Kt 3 ; 3 Kt—Kt 5 ch, K—R 3 ; 4 Kt—B 7 ch, K—R 4 ! ; 5 Q—R 8 ch etc.

3	Kt—Kt 5 ch	K—R 1 !

. . . . . . The same corner position as in the previous study has been reached.

The different mode of play gives to the present study a right of separate existence.

No. 66

Bohemia, 1910
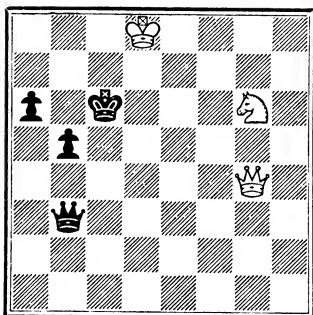
1	Kt—K 5 ch	

Only this check is the right move.

1		K—Q 3 !

. . . . . . The best reply. About K—B 4 or Kt 3 see later.

2	Kt—Q 3 !	Q—B 2

. . . . . . The only defence to prevent 3 Q—Q 7 mate.

3	Q—Q 4 ch	Q—Q 4

. . . . . . If K—B 3 then 4 Kt—K 5 ch, and if K—K 3 then 4 Q—K 5 mate.

4	Q—B 6 ch	Q—K 3
5	Q—Kt 7 !	Q—B 4 !

. . . . . . There is no other satisfactory defence against the threat of 6 Q—B 7 ch and 7 Kt—B 4 ch.

6	Kt—B 4 !	

With a minimum of material White creates a mating net (threat Q—B 7 mate) round Black's King in the middle of the board.

6		K—B 4
7	Q—B 3 ch	K moves
8	Q—B 7 mate	

1		K—B 4
2	Kt—Q 7 ch	K—Q 3 !
3	Q—B 4 ch	K—B 3

. . . . . . Or K—Q 4 ; 4 Q—B 7 ch or if K—K 3 ; 4 Kt—B 5 ch.

4 Q—B 6 ch

And wins the Queen.

1	K—Kt 3
2 Q—Q 4 ch	K—Kt 2
3 Q—Q 7 ch	K—R 1
4 Q—B 6 ch	K—R 2
5 K—B 2 etc.	

A very instructive position. Although Black's King is in the middle of the board White with limited forces and a sequence of quiet moves does not let the King out of mating threats (th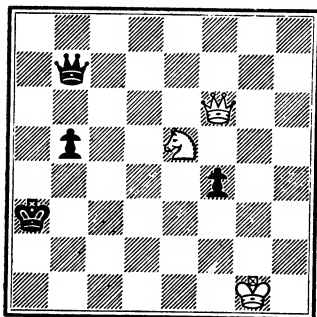reat of a frontal mate after the second move and a diagonal mate after the sixth move) and finally achieves a material win.

See also No. 79.

No. 67

Deutsche Schachzeitung, 1910

1 Kt—Q 3

Threatening mate in two moves.

1 Q—R 2 ch !

......Removing the Queen from Q Kt 2 to be able to extricate the King over Kt 6 without having to fear the check with the Knight on B 4.

2 K—B 1   K—Kt 6

......Obviously Black has no other defence.

3 Q—Kt 2 ch   K—B 5

2 Q—B 2 ch   K—Q 4

......Black's King's forced line of retreat indicates that Black's Queen is not very comfortably placed on Q R 2.

5 Kt—Kt 4 ch   K—Q 3 !

......Or K—K 3; 6 Q—Kt 6 ch and 7 Kt—B 6 ch or 7 Q—Kt 7 ch.

6 Q—Kt 6 ch   K—B 2 !
7 Q—B 7 ch   K—Kt 3
8 Kt—Q 5 ch   K—R 3
9 Q—K 6 ch   K—R 4 !

......Or .., K—Kt 2; 10 Q—Q 7 ch, K—R 1 (if K—R 3; 11 Q—Q 6 ch, K—Kt 2; 12 Q—B 7 ch; if K—R 1; 11 Q—B 8 ch and 12 Kt—B 7 ch); 11 Q—Q 8 ch; 12 Q—B 7 ch and 13 Kt—Kt 6 ch or 13 Kt—Kt 4 mate.

10 Q—Q 6 !   P—Kt 5 !

......If Q—Q 5 then 11 Q—Q 8 ch and 12 Kt—Kt 6 (B 7) ch.

11 Q×P ch   K—R 3
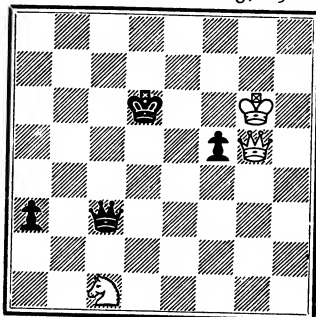12 Q—B 4 ch   K—Kt 2 !
13 Q—B 7 ch   K—R 3
14 Kt—Kt 4 ch

And wins the Queen.

If Black had not a Pawn on B 5 he would have been saved after 13.., K—R 1 ! and if now White plays 14 Kt—Kt 6 ch, Q×Kt; 15 Q×Q stalemate.

No. 68

Deutsche Schachzeitung, 1911

1 Q—Q 8 ch   K—K 3

2 Kt—K 2   P—R 7

    ......Neither the King nor the Queen can move. For example, ..2, Q—B 4 ; 3 Kt—B 4 ch, K—K 4 ; 4 Kt—Q 3 ch or 2.., Q—Kt 5 ; 3 Kt—Q 4 ch, K—K 4 ; 4 Kt—B 6 ch in both cases the Queen is lost.

3 Kt—B 4 ch !

    A rare case. The Knight does not capture the Queen. (See also studies Nos. 128 and 203) leaving that to his Queen.

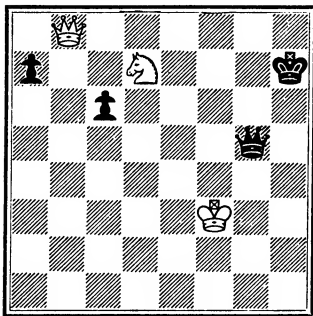3   K—K 4
4 Q—R 8 ch

    And White not only captures Black's Queen but also stops the dangerous Pawn on R 7.

    The study belongs to the group of positions in which White's pieces dominate over the pieces of Black. (The theme of domination.)

    In study No. 61 the Pawn on B 2 deprives Black's Queen of seven squares, but here the Pawn on R 6 takes away only one square of possible retreat. Complete domination the reader will find in Nos. 148, 221, 227 and others.

2 Q—Q 6 ch   K—R 4 !

    ......White cannot play now the deciding move Q—K 6 because of Black playing Q—Q 4 ch can force the exchange of Queens. The next four moves are made to annihilate this troublesome Pawn.

3 Q—R 2 ch   Q—R 5
4 Q—K 5 ch   Q—Kt 4 !

    ......Obviously not K—R 3 ; 5 Q—R 8 ch and 6 Kt—K 6 ch.

5 Q—K 8 ch   K—R 3 !

    ......Weaker was .., K—R 5 ; 6 Kt—Kt 6 ch, K—R 4 ! ; 7 Kt—B 4 ch, etc.

6 Q×P ch   K—R 4
7 Q—K 6 and wins

    For example, 7.., P—R 4 ; 8 Q—B 7 ch, K—R 5 ! ; 9 Kt—Kt 6 ch, K—R 4 ! ; 10 Q—R 7 ch, Q—R 3 ; 11 Kt—B 4 ch, K—Kt 4 ; 12 Kt—R 3 ch, K—R 4 ; 13 Q—B 5 ch and mate next move.

    The centre of interest in this study is the manœuvre of the four Queen-moves to capture the Pawn and the position created after White's seventh move.

No. 69

Deutsche Schachzeitung, 1911

1 Kt—B 8 ch   K—R 3

    ......Or K—R 1 ; 2 Kt—K 6 dis ch, Q—Kt 1 ; 3 Q—K 5 ch, K—R 2 ; 4 Q—R 5 mate.

No. 70

Deutsche Schachzeitung, 1911
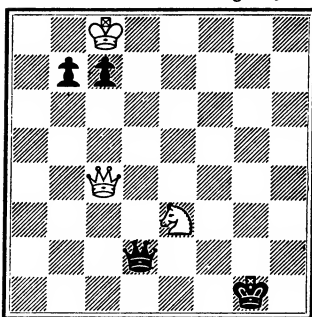
1 Q—B 1 ch   K—R 7
2 Q—B 4 ch   K—R 8 !
3 Q—B 3 ch   K—Kt 8
4 Q—Kt 3 ch   K—R 8

5 Kt—Kt 4   Q—K Kt 7

......White cannot win as in Nos. 64 and 65 as after 6 Q—K 1 ch, 7 Q—K 4 ch, 8 Q—R 7 ch, K—Kt 8 ; 9 Q—Kt 1 ch, Q—B 8 White is unable to give a check on Q Kt 6. Therefore White must force Black's Pawn on his B 2 square to move. But instead of this Pawn Black can move the other Pawn on the Kt 2 square. Consequently first of all this latter Pawn must be eliminated.

6 Q—K 1 ch   Q—Kt 8
7 Q—K 4 ch   Q—Kt 7
8 Q—Kt 1 ch   Q—Kt 8
9 Q×P ch   Q—Kt 7
10 Q—Kt 1 ch   Q—Kt 8
11 Q—K 4 ch   Q—Kt 7
12 Q—K 1 ch   Q—Kt 8
13 Q—K 2 !

As now Black's Queen is chained to the K Kt 8 square Black's Pawn must move.

Depending now if the Pawn moves one square or two squares ahead there are two continuations :—

I

13   P—B 3
14 Q—K 4 ch   Q—Kt 7
15 Q—R 7 ch   K—Kt 8
16 Q—Kt 1 ch   Q—B 8
17 Q—Kt 6 ch   K—R 8
18 Q×P ch   Q—Kt 7
19 Q—R 6 ch   K—Kt 8
20 Q—B 1 ch   Q—B 8
21 Q—B 5 ch   K—R 8
22 Q—R 5 ch   K—Kt 8

                   (Kt 7)

and

23 Q—R 2 mate

or

23 Kt—Q 3 ch

With loss of Queen.
Valueless was

14 Q—B 3 ch ?   Q—Kt 7
15 Q—Q 1 ch   Q—Kt 8
                and draws

II

13   P—B 4
14 Q—B 3 ch   Q—Kt 7
......15 to 23 : Q—Q 1, Q 5, R 5, ×P ch, B 1, B 6, R 6, B 1, B 5 ch, etc., as before.
On the contrary valueless is here

14 Q—K 4 ?   Q—Kt 7
15 Q—R 7 ch   K—Kt 8
16 Q—Kt 1 ch   Q—B 8
    Or   draws

15 Q—Kt 1 ch   Q—Kt 8
16 Q—Kt 7 ch   Q—Kt 7
17 Q—R 7 ch   K—Kt 8
          and draws

No. 71
Deutsche Schachzeitung, 1911
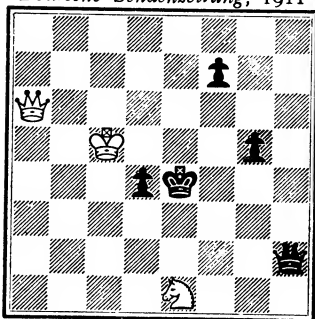
1 Q—Q 3 ch   K—B 5
2 Q—B 3 ch   K—K 4
3 Q×P (domination)
3   Q—R 1 !
......If Q—R 3 (R 8) then 4 Kt—Q 3 ch and 5 Kt—B 2 ch. If Q—R 6 then 4 Kt—B 3 ch ; and if K—K 5 then 4 Q—Q 5 ch, K—K 6 ; 5 Q×Q P ch.

4 Q—Q 5 ch   K—B 5
5 Q—B 3 ch   K—K 4
6 Kt—Q 3 ch   K—K 3
7 Q—Q 5 ch   K—K 2
8 Q—Q 6 ch

And wins the Queen or mates. For example, K—B 2 ; 9 Kt—K 5 ch, K—Kt 1 ; 10 Q—K 6 ch, etc.

No. 72
1895

1 Q—B 6 ch   K—K 5
......If K—Q 4 then 2
Kt—B 7 ch.

2 Q—B 3 !   P—R 3 ch
......Preventing mate with
the next move.

3 K—R 4   P—B 5
......The threat was 4
Kt—B 6 ch and 5 Q—Kt 3
mate. If 3.., K—B 5 then
4 Q—Kt 3 ch and 5 Q—
Kt 2 ch and wins the Queen.

4 Kt—Q 6 ch   K—Q 4
5 Q—B 3 ch

Winning the Queen.

Compare with No. 56.

No. 73
500 Endspielstudien
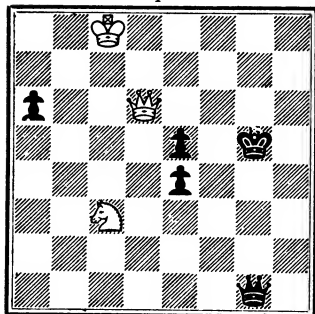
1 Q—Q 8 ch   K—B 4 !
......Any other King's
move and Black immediately
loses the Queen.

2 Q—B 8 ch   K—K 3
3 Kt—Q 5 !   K×Kt
4 Q—B 7 ch   K—B 3 !
5 Q—Kt 7 ch   K—Q 3
6 Q—Q 7 ch
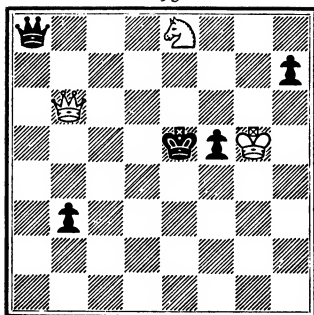
And wins the Queen.

No. 74
28 Ryen, 1925
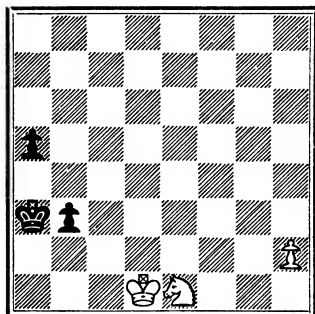
1 Kt—Q 3

If 1 P—R 4 then 1.., P—
Kt 7 ; 2 moves, K—R 7 ; or
1 K—B 1 ?, K—R 7 ; 2 Kt—
Q 3, P—R 5 ; or 1 Kt—B 3 ?,
K—R 7 ; 2 Kt—Q 2, P—R 5 !;
3 P—R 4, P—R 6 ; 4 P—R 5,
P—Kt 7 ; 5 K—B 2, K—R 8 ;
6 P—R 6, P—Kt 8 (Q) ch ; 7
Kt×Q, P—R 7 stalemate,
draw.

1   P—R 5
                (K—R 7)
2 P—R 4   K—R 7
                (P—R 5)
3 P—R 5   P—R 6 !
4 Kt—B 1 ch

If 4 P—R 6 ? then P—Kt 7 !

4   K—Kt 7
5 P—R 6   P—R 7
6 P—R 7   P—R 8 (Q)
7 P—R 8 (Q) ch K—Kt 8

......Now follows a man-
œuvring of White's Queen
which leads to mate.

8 to 17 : Q—R 7, Kt 7, Kt 6, B 6, B 5, K 5, K 4, Q 4, Q 3 and ×P mate. The same geometrical motif as in No. 60 with altered position of Black's pieces (Queen in the corner) and a complicated introductory play.

No. 75

Bohemia, 1906

[chess diagram]

White's first task is to prepare an advantageous position for the prospective battle of the Queens, in placing the Knight on the K 5 square.

1 Kt—Q 6 !   P—R 7
2 Kt—B 7 ch !   K—Kt 3 !

......Black must play very carefully ; if, for example, 2 .., K—R 4 (or Kt 2) then 3 P— B 8 (Q), P—R 8 (Q) ; 4 Q— K B 5 (or R 8) ch and mate, or Queen is lost.

3 Kt—K 5 ch   K—B 3
(or any)

4 P—B 8 (Q)

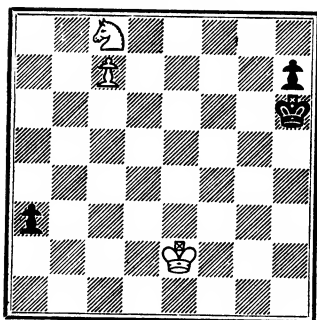Having prepared an advantageous position White is ready for the Queen's end-game.

4   P—R 8 (Q)
5 Q—B 8 ch

White leaves the Knight *en prise* as Black cannot take the Knight because of Q—R 8 ch.

5   K—Kt 4 !

......The best move, after which White will have to spend a lot of time to force the King to the Queen's side of the board.

6 Q—Kt 7 ch   K—B 4

......Or K—B 5 ? ; 7 Q— Kt 4 ch or K—R 4 ; 7 Q— Kt 4 ch and mate next move.

7 Q—Kt 4 ch   K—B 3
8 Q—B 4 ch

White would have obtained in three moves the same position if Black's King had moved otherwise. Now Black's King must turn to the Queen's side.

8   K—K 3 (K 2)
9 Q—B 7 ch   K—Q 3
10 Q—Q 7 ch   K—B 4
11 Q—B 6 ch   K—Kt 5

......Clearly not K—Q 5 because of 12 Kt—B 3 mate.

12 Kt—Q 3 ch   K—Kt 6
13 Q—Q 5 ch   K—B 7
14 Q—B 4 ch   Q—B 6
15 Q—R 2 ch   Q—Kt 7
16 Q×Q mate

The idea of the sacrifice of the Knight is similar to the sacrifice of the Bishop in No. 22.

No. 76

500 Endspielstudien

[chess diagram]
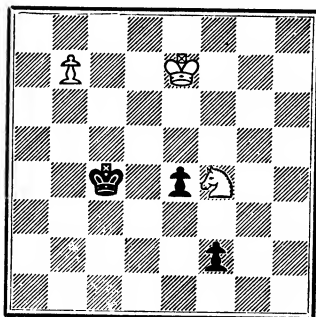
1 Kt—Q 5 !

Only the sacrifice of the Knight brings victory to to White. Not sufficient was 1 Kt—Kt 2 as in this position Black's King on the third move would command the Q B 6 square.

1   K—Q 5 !

......The Knight cannot be captured because of 2 P—Kt 8 (Q), P—B 8 (Q) ; 3 Q—Q 6 ch and 4 Q—R 6 ch. 1.., K—B 4 would also have shortened the struggle.

2 P—Kt 8 (Q)   P—B 8 (Q)
3 Q—Kt 6 ch   K—K 4
4 Kt—K 3 !

And Black to avoid mate next move is forced to sacrifice the Queen.

No. 77
Bohemia, 1907

The position of Black's Pawn on Q R 7 and White's Pawn on K Kt 7 indicates that a Queen's end-game is unavoidable.

1 Kt—B 1 ch

Considering the coming events White prepares an advantageous position.

1   K—K 7 (Q 6)

......Bad is K—B 5 (B 7 ?); 2 P—Kt 8 (Q), P—R 8 (Q) ; 3 Q—Kt 4 (Kt 2) ch, etc ; or K—K 5 (B 6) ? ; 2 Kt—Q 2 ch stopping Black's Pawn from Queening.

2 P—Kt 8 (Q)   P—R 8 (Q)
3 Q—Kt 4 ch

Or if (1.., K—Q 6) ; 3 Q—R 7 ch, K—B 5 ! ; 4 Kt—Q 2 ch, K—Q 4 ; 5 Q—Q 7 ch winning the Queen with the next move.

3   K—Q 6 !
......The best move.

4 Q—B 5 ch   K—B 5 !
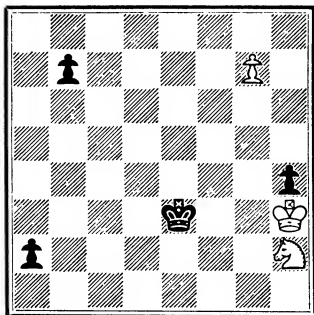5 Kt—Q 2 ch   K—Kt 5
6 Q—K 4 ch   K—Kt 4
7 Q×P ch

And wins the Queen with the next move.

6   K—R 6
7 Q—Q 3 ch   K—Kt 7
......If Black's King here moves otherwise, then 8 Q—B 4 ch.

8 Kt—B 4 ch

And mate in four moves.

As in the previous studies the main thing is the geometrical motif of the capturing of the Queen by diagonal and horizontal checks.

No. 78
1895
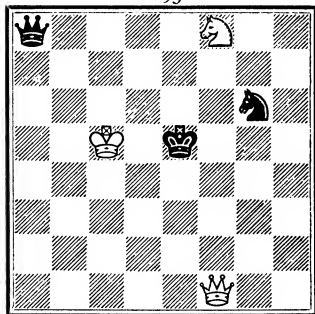
1 Kt—Q 7 ch   K—K 3
......If K—K 5 then 2 Q—R 1 (Kt 2) ch winning the Queen along the diagonal.

2 Q—R 3 ch   K—K 2 (B 2)
3 Q—R 7 ch   K—K 3 !
......If K—K 1, 4 Q—Kt 8 ch winning the Queen along the rank.

4 Q×Kt ch   K×Kt
......Apparently everything is in good order with Black. But

5 Q—B 7 ch   K—B 1
6 Q—K 8 ch   K—Kt 2

7 Q—Q 7 ch   K—Kt 1
      ......Or K—R 3, 8 Q—
Kt 5 ch and mate next move.

8 K—Kt 6

And mate in three moves.

      ......A similar mate will be
found in the practical game in
the lower corner only after
Queening of a Black Pawn.
The author transferred it to
the top corner. According to
his plan after the fourth move
only Kings and Queens are
left on the board.

No. 79
Deutsche Schachzeitung, 1909

The theme of the present study
presents the same twofold sacrifice
of the Knight as No. 66, with the
only difference that here the mating
threats follow in the reversed order :
first the diagonal mate and then
the frontal.

1 Kt—Kt 6 !   Q—K 1 !
      ......Preventing the mate
with White's Queen on K 3
and also the threats from 2
Q—Q 3 ch and 3 Kt—Q 7 ch.
Useless is also K—K 5 because
of 2 Q—Kt 4 ch and 3 Kt—
Q 7 ch.

2 Kt—Q 7 !

The second sacrifice of the
Knight with the renewed
mating threat 3 Q—Q 3 mate.
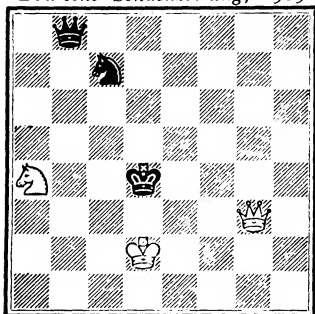
2   K—B 5 !
      ......Black has no other
defence than to retreat with
the King. If Q—K 5 ? then
3 Q—B 3 ch and 4 Kt—
K B 6 ch wins the Queen. Of

all possible retreats the King
rightly chooses B 5 for if 2..,
K moves followed by 3 Kt—
B 6 ch and the Queen is lost.

3 Q × Kt ch

The Knight must be taken.
He would prevent, for example,
the following continuation :
3 Q—B 3 ch, K—Kt 4 ; 4 Q—
B 5 ch, K—R 5, and if now
5 Kt—Kt 6 ch, then K—Kt 6;
6 Q—B 3 ch, K—R 7 and
after 7 K—B 1 (7 Kt—B 4 ?,
Q—Kt 4) Black can reply Q—
K 7 ! not fearing 8 Q—R 5 ch
and 9 Q—R 4 as 10 Kt—Q 5 ch
is not permissible because of
10.., Kt × Kt, and if 5 Q
—Q 4 ch,   K—R 6 ! ;   6
Kt—B 5 (6 Kt—Kt 6, Q—
Kt 4 ;   7   Q—R 1 ch,   K—
Kt 6 !), Kt—Q 4 ! and the
threat 7 Q—B 3 ch is prevented.
For example, 7 Q × Kt, Q—
Kt 4 draw.

3   K—Kt 5
                     (Kt 4)

4 Q—B 5 ch

It is necessary to drive the
King into the corner.

4   K—Kt 6
      ......If K—R 5 then 5
Kt—Kt 6 ch, K—Kt 6 ; 6 Q—
B 3 ch, K—R 7 ; 7 Kt—Q 5 !,
Q—Q 2 (or Q 1) ; 8 K—B 1 or
(B 2), but if 7 Kt—B 4 ?, Q—
Kt 4 (or Kt 1) and draw.

5 Q—B 3 ch   K—R 5 !
      ......If K—R 7 ? then 6
K—B 1 !, Q—K 7 ;   7   Q—
R 5 ch, K—Kt 6 ;   8   Kt—
B 5 ch, K—B 5 and 9 Q—
R 6 ch wins the Queen.

6 Q—Q 4 ch   K—R 6 !
      ......If K—Kt 6 ; 7 Kt—
B 5 ch,   K—R 7 ! ;   8   Q—
B 4 ch and mate in three moves
Or K—Kt 4 ;   7   Q—B 5 ch,
K—R 5 ; 8 Kt—Kt 6 ch, K—
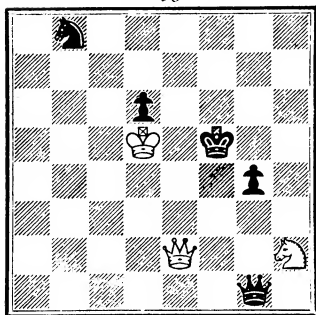Kt 6 ; 9 Q—B 3 ch and 10
Kt—Q 5.

7 Kt—B 5 !

With the threat Q—B 3 ch,
and Black, to prevent mate,
has to sacrifice the Queen. For
example, 7.., Q—Q Kt 1 (Q—
Kt 4 ; 8 Q—R 1 ch and 9 Q—

B 3 mate) ; 8 Q—R 1 ch, K—Kt 5 ; 9 Kt—R 6 ch, etc. A mistake would have been for White to play here 9 Q—Kt 2 ch, K—R 4 ! and if now 10 Q×Q it would be stalemate (10 Q—R 3 ch would still repair the damage).

Another interesting detail. It would appear that 7 Kt—Kt 6 gives another way to win, as should Black's Queen now give up her diagonal K 1—R 5 there would follow 8 Q—R 4 ch, 9 Kt—B 4 ch, 10 Q—B 2 ch and mate next move. And if 7.., Q—B 3 (Q—Kt 4 ? ; 8 Q—R 1 ch, K—Kt 6 ! ; 9 Q—Kt 1 ch) ; 8 Kt—B 4 ch wins the Queen. But as a matter of fact after 7 Kt—Kt 6 ? the position can be valued as a new study on the theme " Black moves and draws." The solution is simple : 7.., Q—Q Kt 1 and 8 Q—R 4 ch, K—Kt 7 ; 9 Kt—B 4 ch does not lead to mate the same as 8 Q—R 1 ch, K—Kt 6 ; 9 Q—Kt 1 ch, K—R 6 ;10 Kt—B4 ch, K—R 5 does not win the Queen (if now 11 Q×Q ? draw by stalemate) ;11 Q—R 2 ch, K—Kt 5 ; 12 Q—Kt 2 ch, K—R 5 ; 13 Q—R 3 ch, K—Kt 4 ; 14 Q—Kt 3 ch, K—R 3 ! ; 15 Q—R 4 ch, K—Kt 2 ; 16 Kt—R 5 ch, K—B 2 draw.

2 Kt—B 3 ch with following 3 Q—Kt 8 ch.

2 Q×Q P ch

Capturing the Pawn, White gets the K 5 square which forces Black's King to retreat to the Kt 4 square.

2   K—Kt 4 !
3 Kt—B 3 ch !

Sacrificing the Knight White opens the K Kt file and blocks the B 3 square.

3   P×Kt
4 Q—Q 8 ch

Now follow checks leading to the capture of Black's Queen.

4   K—B 5 !
5 Q—B 7 ch ! K—K 6
6 Q—B 5 ch K—K 7
7 Q×Q P—B 7
8 Q—Kt 2

And thanks to the presence of the Knight, excluding a possible stalemate, White wins.

No. 80
1895

1 Q—K 6 ch K—B 5 !
......If K—Kt 4 ? follows the sacrifice of the Knight,

No. 81
Deutsche Schachzeitung, 1912
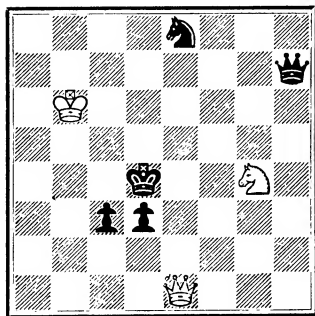
Looking at the diagram it is difficult to realise that White would waste time by taking Black's Knight. And still more difficult is it to see that Black's King must first be forced to move from his Q 5 square to the Q 4 square. But the following struggle proves that White can win only by playing according to the indicated plan.

1 Q—K 5 ch   K—B 5
2 Q—Kt 5 ch   K—Q 5
3 Q—R 4 ch !   K—Q 4
4 Q×Kt (domination)

A peculiar position has resulted. Black's Queen is quite isolated and has no refuge from the attacks of White. If Q—R 5 (Kt 2) then 5 Kt—K 3 ch and 6 Kt—B 5 ch, and if Q—R 6; 5 Q—Q 7 ch and 6 Kt—K 5 (B 6) ch.

4   P—B 7

......The consequences of a possible advance of P—Q 7 will be analysed later. King's moves give nothing because of the persecution by Black's Queen. K—Q 5 (B 5); 5 Q—R 4 ch, K—Q 4; 6 Kt—B 6 ch and if K—Q 3; 5 Q—B 6 ch or 5 Q—K 5 ch.

5 Q—B 6 ch !

Before capturing Black's Queen White must guard himself against a possible second Queen.

5   K—Q 5
6 Q—B 5 ch   K—K 5
7 Kt—B 6 ch   K—B 6
8 Kt×Q   K—K 7
9 Kt—B 6 (Kt 5)   K—Q 8

......Or K—Q 7; 10 Kt—K 4 ch.

10 Q—Kt 1 ch   K moves
11 Kt—K 4 ch or
11 Q—B 1 etc.

The attempt to move the other Pawn first influences the game but not the result.

---

4   P—Q 7
5 Kt—B 6 ch   K—B 5 (Q 5)
6 Q—R 4 ch   K—Q 6
7 Kt×Q   K—K 7
8 Q—K 4 ch   K—Q 8 (B 7)
9 Q—Q 3 etc.

No. 82
Eskilstuna Kuriren, 1917
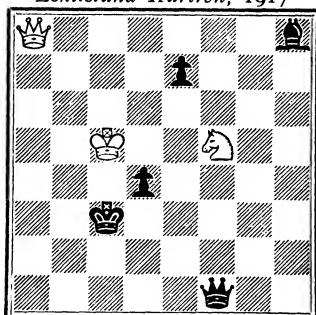
1 Q—R 3 ch   K—Q 7 !
2 Q—R 5 ch   K—B 7 !
3 Q—R 2 ch   K—B 6
4 Kt—Kt 3 ! (domination)
                  Q—B 1 !

......If Q—R 6 then 5 Kt—K 4 ch.

5 Kt—K 4 ch   K—Q 6
6 Q—Q 2 ch   K×Kt
7 Q—K 2 ch

Winning the Queen.

No. 83
Eskilstuna Kuriren, 1917
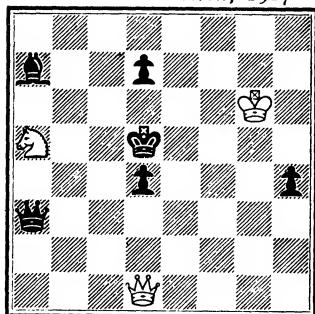
1 Q—R 5 ch   K—K 3 !

......If K—K 5 then 2 Q—B 5 ch winning the Queen.

2 Q—Kt 4 ch

The following check is merely provocative: Q—B 5 ch, K—K 2; 3 Q—B 6 ch, K—K 1; 4 Kt—Kt 7, Q—Kt 6 ch etc. and achieves nothing.

2   **K—K 2 !**

......Or K—Q 4, 3 Q—
B 5 ch winning the Queen with
the next move.

3 Q × P ch   K—K 1 !

......Or K—K 3, 4 Q—
K 4 ch.

4 Kt—Kt 7 !

Threatening mate with the
Queen on Q 8. Compare this
position with that of No. 27
after the first move.

4   **Q—R 3 ch**

......Black must destroy
the Knight at all costs. If 4..,
Q—K 2, 5 Q—R 8 ch, 6 Q—
K 5 ch, 7 Kt—Q 6 ch and
mate next move. Or 4.., B—
Kt 3; 5 Q—K 4 ch, Q—K 2
(K—B 1, 6 Q—B 5 ch); 6
Kt—Q 6 ch, K—Q 1; 7 Q—
R 8 ch and mate next move.

In this variation Black's
Bishop blocks his Q Kt 3
square facilitating White to
mate.

5 K—Kt 7   Q × Kt

......Black's Queen accepts
the sacrifice and becomes
awkwardly placed.

6 Q—R 8 ch   K—K 2
7 Q—B 8 ch   K—K 3
8 Q—B 6 ch   K—Q 4
9 Q—B 3 ch

And wins the Queen.

No. 84
Isvestia Vcik, 1924
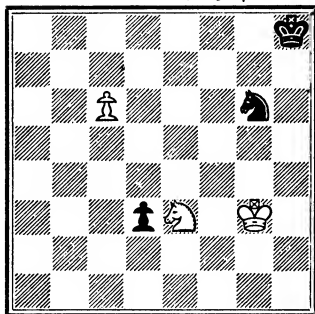
Forces are equal, but the awkward
position of Black's King in the

corner gives White a positional
advantage.

1 Kt—B 5 !

Securing the advance of his
Pawn, but also opening the
way to the Pawn of his
opponent.

1   **P—Q 7**
2 P—B 7   Kt—K 2 !

......A clever defence.
Clearly hopeless for Black was
2.., P—Q 8 (Q); 3 P—B 8
(Q) ch, K—R 2; 4 Q—B 7 ch,
Kt—K 2; 5 Q × Kt ch, K—
Kt 3; 6 Kt—R 4 ch and mate
in a few moves.

3 Kt × Kt   P—Q 8 (Q)
4 P—B 8 (Q) ch   K—Kt 2
5 Q—Kt 8 ch   K—B 3
6 Kt—Q 5 ch !

Checks with the Queen are
useless.

6   **K—K 4**
7 Q—Kt 7 ch   K—K 3
8 Q—K 7 ch   K × Kt
9 Q—Q 7 ch

And wins the Queen.

A study with the same idea
as No. 75.

No. 85
Deutsche Schachzeitung, 1909

1 Kt—B 3 ch !

As will be seen later the
position of the Knight on B 3
on the same diagonal as the
future Black's Queen will
enable White to secure the win
quite mechanically by driving
Black's King to the first rank.

1	**K—R 6 !**
2 P—Kt 8 (Q)	P—Q 8 (Q)
3 Q—R 7 ch	K—Kt 5 !

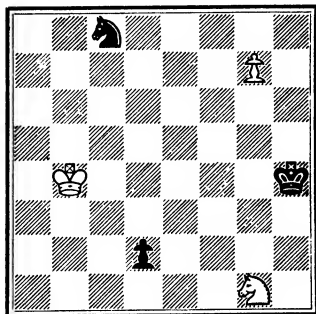......Or K—Kt 6, 4 Q—R 4 ch and 5 Q—R 2 ch.

4 Q—K 4 ch	K—Kt 6 (R 6)

......If K—R 4 then 5 Q—B 5 ch with a speedy mate.

5 Q—R 4 ch	K—Kt 7
6 Q—R 2 ch	K—B 8
7 Q—Kt 1 ch	K—K 7

......Now Black's King is tied to his Queen. White immediately taking advantage of that prepares a sacrifice of the Knight.

8 Kt—Q 4 ch	K—Q 7
9 Kt—Kt 3 ch	K—K 7 !

......Or K—B 7; 10 Q—B 2 ch, K—Kt 8; 11 K—B 3.

10 Kt—B 1 ch	K—Q 7

......Now Black's King has been driven into a mating net.

11 Q—B 2 ch !	K×Kt
12 K—B 3 and wins	

No. 86
Deutsche Schachzeitung, 1908
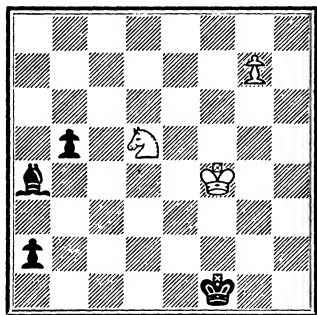
1 Kt—K 3 ch

This move is necessary, as, after Queening the Pawns White's Queen has no check at all. 2 Kt—K 3 ch, K—K 7; 3 Q—Kt 2 ch, K—Q 6; 4 Q—K 4 ch, K—Q 7 ! and now the Knight will be in the way, preventing White's Queen from checking on K 3, which at once

would lead to a win provided the White Knight is for instance on Q R 3 or Q Kt 4.

1	**K—K 7 !**
2 Kt—B 2 !	

This sacrifice is in order to block the Q B 2 square, and is evident for the reasons mentioned above.

2	B×Kt

......Now everything is prepared for the Queening of the Pawn.

3 P—Kt 8 (Q)	P—R 8 (Q)
4 Q—Kt 2 ch	K—Q 6
5 Q—K 4 ch	K—Q 7
6 Q—K 3 ch	

And wins the Queen.

No. 87
Deutsche Schachzeitung, 1912
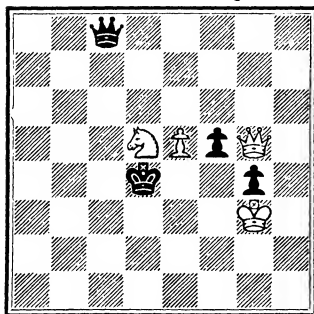
1 Q—Q 2 ch	K×P !

......If K—K 5 ? would follow 2 Kt—Kt 6 with exchange of Queens and Queening of the White Pawn. For example, 2.., Q—B 3 (K 3, K Kt 1); 3 Q—B 4 ch and 4 Q—B 4 ch. Or 2.., Q moves; 3 Q—Q 5 ch, 4 Kt—B 4 ch, etc.

2 Kt—Kt 6 ! (domination)	
2	Q—B 3
3 Q—B 4 ch	K—K 3 (B 3)
4 Q—R 6 ch	

And wins the Queen.

2	Q—R 3
	(Kt 2, K 3)

3 Kt—Q 7 ch   K—K 5
4 Kt—B 5 ch etc.

No. 88
500 Endspielstudien

1 Kt—B 1 !

The Knight has a very favourable position. Threatening now 2 Kt—Q 3 ch he forces the removal of Black's Queen. If now 1.., K moves ? would lead to an immediate loss of Black's Queen : 2 Q—K 6 ch or 2 Q×Kt P ch and 3 Kt—Q 3 ch.

1   Q×Kt

......In this position of Black's Queen White can do without the Knight.

2 Q—B 6 ch   K—K 5 !
3 Q×Kt P ch   K—K 4 (Q4)
4 Q—K 6 ch   K—B 5
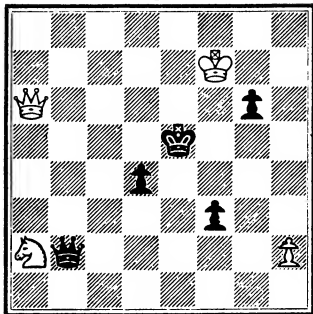   (Q B 4)

5 Q—R6 (B8) ch

And wins the Queen.

At any other retreats of Black's Queen the Knight is taking an active part in the play.

1   Q—Kt 8
2 Kt—Q 3 ch   Ǩ—K 5 !
3 Q—K 6 ch

This second sacrifice of the Knight is at once decisive.

3   K × Kt
4 Q × P ch

And wins the Queen.

1   Q—Kt 7
                 (× P) ?

2 Q—K 6 ch   K—B 5
3 Kt—Q 3 ch   K—Kt 4
4 Q×P ch   K—R 5
5 Q—R 6 ch   K—Kt 5
6 K—B 6

With unavoidable mate in two moves.

1   Q—Kt 1 ?

......Play proceeds as in the previous variation, only instead of 6 K—B 6 follows 6 Kt—B 2 ch and mate next move.

1   Q—B 6
2 Kt—Q 3 ch   Ǩ—K 5 !
3 Kt—B 2 ch   K—K 4 (Q 4)
4 Q—K 6 ch   K—K B 5
5 Q—B 6 ch   K—K 6
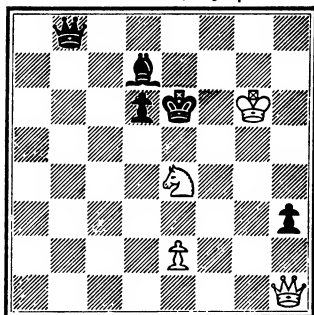6 Kt—Q 1 ch

And wins the Queen.

1   Q—Q B 7
2 Q—B 6 ch   K—Q 4
3 Q—K 6 ch

And wins the Queen.

1   Q—Q 7
2 Q—B 6 ch   K—K 5

......Or K—Q 4, 3 Q—K 6 ch and 4 Kt—Kt 3 ch.

3 Q×P ch   K—K 4 (Q 4)
4 Q—K 6 ch

And wins the Queen.

No. 89
Shahmatni, 1924

1 Kt—B 5 ch

Opening the diagonal K R 2 to Q Kt 8 at the same time forcing Black's Pawn to blockade the K B 5 square.

1   P × Kt

      ...... Bad is 1.., K—K 2 ;
2 Q—K 4 ch, K—Q 1 ; 3 Q—
R 4 ch, K—B 2 ; 4 Kt—R 6 ch
winning the Queen.

2 Q × P ch   K—K 2

      ...... K—Q 4 would shorten
the end by two moves.

3 Q—R 4 ch   K—K 3
4 Q—B 6 ch   K—Q 4
5 Q—B 3 ch   K—K 3

      ...... If K—B 5 (Q 5) then
6 Q—Q 3 ch and 7 Q—Q Kt 1
ch or K Kt 3 ch.

6 Q—B 5 ch   K—K 2
7 Q—B 6 ch   K—K 1
8 Q—R 8 ch

And wins the Queen.

Here in addition to the
known sacrifice of the Knight
as illustrated in the previous
studies is found an interesting
sequence of checks with the
Queen driving Black's King
along rank, file and diagonal.

No. 90

Bohemia, 1909
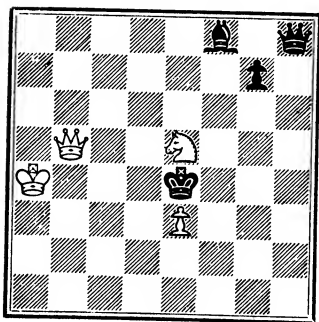
1 Kt—B 7 (domination)
                   Q—R 7 !

      ...... If Q—Kt 1 then 2
Q—Kt 3 (ambush) with follow-
ing check with the Knight.

2 Kt—Kt 5 ch   K × P

3 Q—Kt 6 ch   B—B 4 !

      ...... Or K—Q 6, 4 Q—
Kt 3 ch.

4 Q × B ch   K—Q 6
5 Q—R 3 ch   K—B 5 !
6 Q—Kt 3 ch   K—B 4
7 Q—Kt 5 ch

And wins the Queen.

No. 91

Deutsche Schachzeitung, 1909
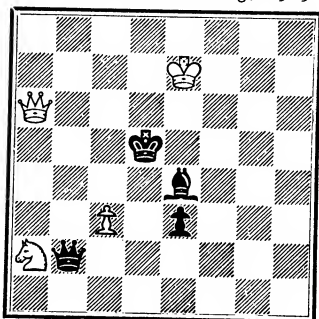
1 Kt—Kt 4 ch   K—B 4 !
2 Kt—Q 3 ch !

Opening the Q Kt file and
blocking the Q 3 square.

2   B × Kt
3 Q—B 8 ch   K—Q 4 !
4 P—B 4 ch ! !

The second sacrifice with
the idea of opening the line
and a blockade.

4   B × P

      ...... If K—K 5 then 5 Q—
Kt 4 ch and 6 Q—Kt 7 ch
winning the Queen.

5 Q—K 6 ch

The square K B 4 is blocked
and the long diagonal Q R 1—
K R 8 is open.

5   K—B 4
6 Q—Q 6 ch   K—Kt 4
7 Q—Kt 8 ch

And wins the Queen.

No. 92
Deutsche Schachzeitung, 1909
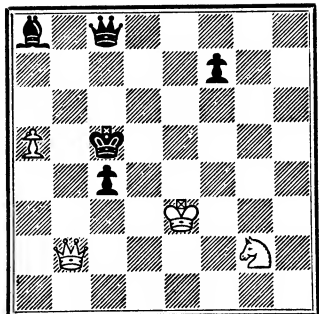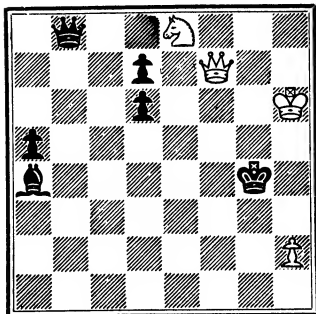

1 Q—Kt 6 ch   K—Q 4
2 Kt—B 4 ch
   If Q—Q 4 ch ?, K—K 3 ;
   3 Q—Kt 4 ch, P—B 4 and
   Black's position is not worse.

2   K—K 4
3 Kt—Kt 6 ch !
   The Knight frees the square
   for the Queen at the same time
   forcing Black to blockade his
   K Kt 3 square.

3   P × Kt
4 Q—Q 4 ch   K—B 4
5 Q—B 4 ch

   And wins the Queen.

No. 93
Deutsche Schachzeitung, 1911

1 Q—B 2
   With the threat 2 Kt—B 6 ch
   and 3 Q—Kt 3 mate. Against
   this threat Black has three
   defences.

I

1   Q × Kt
2 Q—Kt 3 ch   K—B 4
3 Q—B 3 ch   K—K 3
4 Q—K 4 ch   K—B 2
5 Q—B 5 ch   K—K 2 !
   ......If K—Kt 1 ? White
   mates in two moves.

6 K—Kt 7   K—Q 1
   ......If the Queen moves,
   then mate in two moves.

7 Q × P ch   K—K 2
8 Q—Kt 5 ch   K—K 3
9 Q—K 3 ch
   Winning the Queen.

II

1   Q—Kt 6
2 Kt—B 6 ch   K—R 6
3 Kt—Q 5 !
   Forcing Black to move the
   Bishop, leaving the Queen
   unprotected.

3   B—Kt 4 (B 3)
   ......If 3.., Q—R 6 ; 4
   Kt—K 3 ; 5 Q—Kt 2 ch, 6 Q—
   Kt 4 mate.

4 Kt—B 4 ch
   Obviously as long as Black's
   Queen is on his Q Kt 6 square
   White cannot play 4 Kt—K 3
   on account of Black's reply
   Q—K 3 ch.

4   K—Kt 5
5 P—R 3 ch   K—B 4
6 Kt-K 2 dis ch! K—K 5 (K 4)
   ......Not K—K 3 ? be-
   cause of 7 Kt—Q 4 ch.

7 Q—B 4 ch
   And wins the Queen.

III

1   P—Q 4
   ......Opening the diagonal
   for Black's Queen.

2 Kt—B 6 ch   K—R 6
3 Q—B 3 ch

   And mate in three moves.

   The last variation appears
   to be the continuation of the
   original play, but the first and
   second variations are of equal

value. The first is noticeable for the energetic play of the Queen and in the second Black's *Zugzwang* after 3 Kt—Q 5 ! is remarkable.

No. 94
Deutsche Schachzeitung, 1911
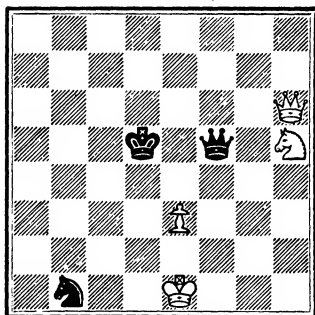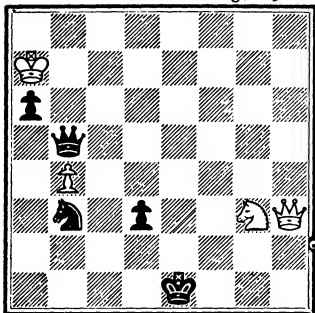

1 Q—Q R 6 ! (domination)
  Threatening 2 Q—R 5 ch.

1		Q—K 4
		(K B 1)
2	Kt—B 6 ch	K—B 4 (K 4)
3	Kt—Q 7 ch	

1		Q—Q B 7
2	Kt—B 4 ch	K—B 4 (K 5)
3	Q—B 8 (Kt 6) ch	

Remarkable is the absolute helplessness of Black after White's first move.

No. 95
Deutsche Schachzeitung, 1908

In the present study White's Queen wins Black's Queen from an ambush in three different directions.

1 Kt—K 4

Threatening to check with the Queen 2 Q—R 1 ch, following with 3 Kt—B 3 ch winning the Queen. Black can afford to sacrifice his Queen and get a new one in Queening the Pawn on Q 6. But the new Queen will appear when Black's position is already disarranged. It will be sufficient for White to change and Queen his Pawn. for example, 1.., P—Q 7 ; 2 Q—Kt 3 ch, K—Q 8 (K—K 7 ; 3 Kt—B 3 ch ; 4 Q—B 3 ch, K—K 8 ; 5 Q—Q 1 ch and 6 Kt×Q ; or 4.., K—Kt 8 ; 5 Kt—K 2 ch and mate in two moves) ; 3 Q×Kt ch, K—K 8 (K—B 8, 4 Q—B 3 ch, 5 Kt×P ch and mate in two moves) ; 4 Q—Kt 3 ch, K—Q 8 ; 5 Kt—B 3 ch, K moves ; 6 Kt×Q, P—Q 8 (Q) ; 7 Q—B 3 ch and forces the exchange of Queens.

Therefore Black has to remove his Queen from Q Kt 4 to avoid the fork. The Queen cannot move to Q R 5 and to Q 4, and thus there are three defences.

I

1		Q×P
		(or Q—B 5)
2	Q—R 4 ch	K—K 7(Q) 8
3	Kt—Kt 3 (B 2) ch	

And wins the Queen along the rank.

II

1		Q—B 3 (Q 4)
2	Q—R 1 ch	K—K 7
3	Kt—Kt 3 ch	

And wins the Queen along the diagonal.
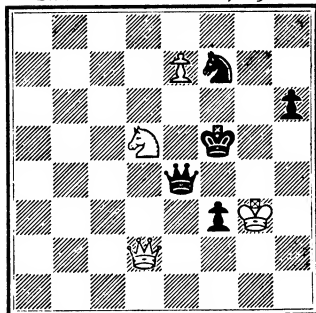
III

1		Q—K 4 (K 1)
2	Q—K 3 ch	K—Q 8
3	Kt—B 2 ch	

And wins the Queen along the file.

No. 96
Shahmatni Shurnal, 1901

1 P—K 8 (Q) !

The sacrifice of the Pawn cannot be avoided. If, for example,
1 Q—K 3 ? then 1.., Q—Kt 5 ch ; 2 K—B 2, Q—Kt 7 ch ;
3 K—K 1, P—B 7 ch etc.

1   Q × Q
2 Q—B 4 ch   K—Kt 3

......If K—K 3 ?, 3 Kt—B 7 ch.

3 Q—Kt 4 ch   Kt—Kt 4
4 Q—R 5 ch !

An unexpected sacrifice of the Queen.

4   K × Q
5 Kt—B 4 mate

Compare with No. 35. See also No. 107 where a similar Queen sacrifice leads to mate in the middle of the board.

No. 97
1897
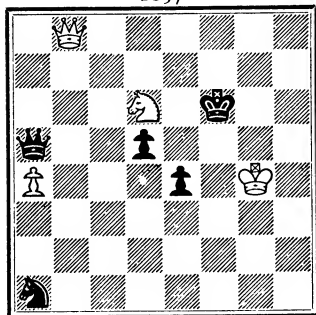
1 Q—B 8 ch   K—K 3 !

......If K—K 4 ? then at once the sacrifice of the Knight

is decisive : 2 Kt—B 4 ch !, P × Kt ; 3 Q—K B 5 ch.

2 Kt—Kt 7 !   Q—Q 7
3 Kt—B 5 ch   K—K 4
4 Q—R 8 ch   K—Q 3

......White has forced Black's King to the file occupied by the Queen and now opens the file.

5 Kt × P ch !   P × Kt
6 Q—Q 8 ch

And wins the Queen.

—————

2   Q—K 8
3 Kt—B 5 ch   K—K 4
4 Kt—Q 3 ch ! etc.

Again the same sacrifice as in the previous variation.

Altogether we have in this study three Knight sacrifices all governed by the same idea.

No. 98
Deutsche Schachzeitung, 1912
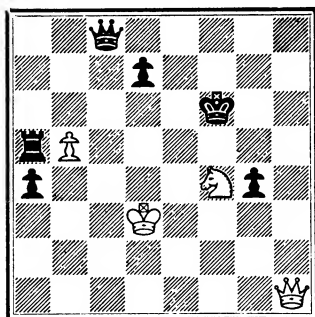
1 Q—R 6 ch   K—B 4 !

......The best retreat ! If K—K 4, could follow 2 Q—Kt 5 ch ; 3 Q—B 6 ch, K—B 2 ! ; 4 Kt—Q 5 ch, K—Kt 1 ; 5 Q—Q 6 ch, K—Kt 2 (R 2) ; 6 Q—Kt 6 ch and 7 Kt—B 7 ch. But if 1.., K—B 2 then 2 Q—R 7 ch, K—B 3 ; 3 Q—Kt 6 ch, K—K 2 (K—K 4, 4 Q—Kt 5 ch, etc.) ; 4 Kt—Q 5 ch, K—B 1 ; 5 Q—B 6 ch, K—Kt 1 ; 6 Kt—K 7 ch. And if 1.., K—K 2 ? at once, follows 2 Kt—Q 5 ch or 2 Q—Kt 7 ch.

2 Kt—Q 5   K—K 4 !
3 Kt—Kt 6 (domination)

> Black's Queen has nowhere to go to.

3   Q—Q 1 (Kt 2)

> ......Not safe is 3.., Q—K Kt 1 as 4 Kt × P ch, K—Q 4 ; 5 Kt—B 6 ch. (Incidentally also 5 Q—Q B 6 mate.—A.D.P.)

4 Kt—B 4 ch   K—B 4
5 Kt—Q 6 ch etc.

———

2   Q—Q 1 !

> ...... Preventing the threatened mate 3 Q—B 6 mate.

3 Kt—K 3 ch   K—K 4
4 Kt—B 4 ch   K—B 4
5 Kt—Q 6 ch   K—K 4
6 Kt—B 7 ch and wins

No. 99

Deutsche Schachzeitung, 1910

1 Kt—Kt 6 ch   K × P

> ......If K—Kt 2 ; 2 P—R 8 (Q) ch, Q × Q ; 3 Kt × Q, K × Kt ; 4 K × P, R—K B 2 ; 5 Q × P ch, K—R 2 ; 6 Q—B 3 and after that White's King is brought over to K 6. Resulting into a Berger position. See *Theory and Practice of End-games*, 1st edition, page 183, diagram No. 147.
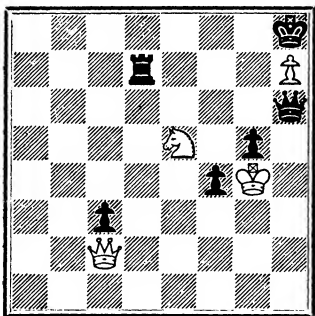
2 Kt—K 7 disch   K—R 1

> ......If K—Kt 2 then after 3 Kt—B 6 ch, 4 Kt × Q dis ch, 5 Q—R 2 ch Black all the same loses the Knight's Pawn and is forced to give up another of the remaining two Pawns. For example, 5.., K—Kt 2 ! ; 6 K × P, R—K B 2 ! ; 7 Q—R 6 ch, K—Kt 1 ; 8 Q—K 6, K—Kt 2 ; 9 Q—K 5 ch, K—R 2 ! ; 10 Q—K 4 ch, K—Kt 2 ; 11 to 13 Q—Q 4 ch, Q 3 ch, × P ch, K—R 2 ; 14 Q—B 3 etc.

3 Q × P ch   Q—Kt 2 !

> ......Or K—R 2 ; 4 Q—B 2 ch, K—R 1 ! ; 5 Q—B 8 ch etc. Or 4.., K—Kt 2 ; 5 Kt—B 5 ch and as before.

After the text-move the question arises how shall White continue his attack. The solution of study No. 64 proved that White must have an unobstructed diagonal. If White's Queen were placed on Q R 1 the play could have proceeded 4 Q—R 8 ch, K—R 2 ; 5 Q—K R 1 ch ; 6 Q—Kt 1 ch, K—R 1 ; 7 Q—Kt 8 ch etc.

But White's Queen is not on Q R 1 but on Q B 3 and the check on B 8 ch does not promise anything as the diagonal K R 3—Q B 8 is not free. Therefore the task is to bring White's Queen to the only free long diagonal K R 1—Q R 8. To achieve this White has to give the following nine checks : 4—12 Q—B 8, B 2, R 2, Kt 2, Kt 8, Kt 1, Q R 1, R 8 ; Black's reply is 12.., R—Q 1 ! Sacrificing the Rook Black avoids the immediate dissolution, which would have followed after 12.., K R 2 ; 13 Q—K R 1 ch etc.

Now White's Queen has again to make a sequence of moves to come to the open diagonal.

13 Q × R ch   K—R 2

..... 14—25 : Q—Q 3, R 3, B 3, B 8, B 2, R 2, Kt 2, Kt 8, Kt 1, R 1, Q R 1, R 8.
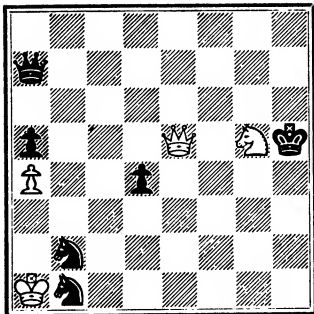And now comes the finale :—

26 Q—R 1 ch   Q—R 3
26 Q—Kt 1 ch   K—R 1
28 Q—Kt 8 ch

And wins the Queen.

No. 100
500 Endspielstudien

This study is interesting not only on account of the ideas expressed but also by the fact that after White's first move there are two quite equal variations in the corners of the K R 1 and the K R 8 squares. In study-composition such symmetry is a rarity.

1 Kt—K 6 dis ch !

I

1   K—Kt 5
2 Q—B 4 ch   K—R 6
3 Kt—Kt 5 ch   K—Kt 7
4 Q—B 3 ch   K—Kt 8 !

..... If K—R 7, 5 Q—B 2 ch, 6 Kt—K 4 and 7 Kt—Kt 3 ch.

5 Kt—R 3 ch

Not good is 5 Q—K 2 ? (threatening Kt—B 3 ch) because of 5.., Kt—Q 7 ; 6 Q × Kt, Q—Q 2 ! and if now 7 Q—K 2 then 7.., Q × P ch, and if 7 Kt—B 3 ch, K—B 8 and White can do nothing more.

5   K—R 7
6 Kt—B 4 !

If 6 Kt—B 2 ? (threatening Kt—Kt 4 ch) then 6.., P—Q 6 ! ; 7 Kt—Kt 4 ch, K—Kt 8 ; 8 Kt—K 3, Q—K Kt 2 ; 9 Q—B 1 ch, K—R 7 ; 10 Q—B 2 ch, K—R 6 with no result ; or 8 Q—Kt 3 ch, K—B 8 and if now 9 Kt—K 3 ch then Q × Kt ! ; 10 Q × Q, P—Q 7 ; 11 Q—B 3 ch, K—K 8 draw. But if 9 Kt—R 2 ch, K—K 7 ; 10 Q—B 3 ch then K—Q 7 ! ; 11 Kt—B 1 ch, K—B 6 again with no result.

6   Q—K Kt 2 !
7 Q—B 2 ch   K—R 8
8 Kt—K 2

If here 8 K × Kt (Q Kt 1) ?, Kt × P ; and if 8 K × Kt (Q Kt 2) ?, Kt—B 6 ; and White has no more threats.

8   Q—Kt 7

..... Parrying the threat 9 Kt—Kt 3 ch. If 8.., P—Q 6 ? then 9 Kt—Kt 3 ch, Q × Kt ; 10 Q × Q, P—Q 7 ; 11 Q—B 3 ch, K moves ; 12 K × Kt (Q Kt 2) and wins.

9 Q—R 4 ch

Immediately taking advantage of the awkward position of Black's Queen which is hampering the King in space. Nothing gives 9 Q—K 1 ch, K—R 7 ; 10 Q—R 4 ch, K—R 6 ; 11 Q—B 4 ch, K—Kt 7 ! etc.

9   Q—R 7
10 Q—K 4 ch   K—Kt 7
11 Q × Kt ch   K—R 7

..... Black cannot be saved by 11.., Kt—Q 8 ; 12 Q × Kt ch, K—R 7 ; 13 Kt × P etc.

12 Q—R 7 ch

And White wins by forcing the exchange of Queens.

II

1   K—Kt 3
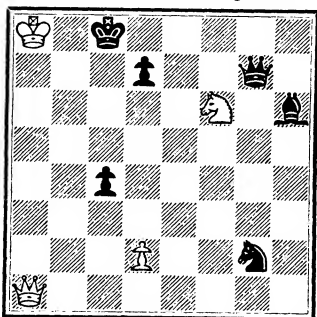2 Q—Kt 5 ch   K—R 2
3 Q—R 5 ch   K—Kt 1

4 Q—Kt 6 ch	K—R 1
5 Kt—Kt 5	Q—K Kt 2 !
6 Q—K 8 ch	Q—Kt 1
7 Q—K 5 ch	Q—Kt 2
8 Q—R 2 ch	K—Kt 1
9 Q—Kt 8 ch	Q—B 1
10 Q—Kt 3 ch	Kt—B 5 !

...... Turning White's Queen off the important rank. Black's Pawn on Q 5 is preventing White's Queen from checking on R 4.

11 Q×Kt ch	K—R 1
12 Q×P ch	K—Kt 1
13 Q—B 4 ch	K—R 1
14 Q—R 4 ch and wins	

No. 101

Deutsche Schachzeitung, 1910

1 Q—K 5	K—Q 1 !

...... If P—Q 3 ? then 2 Q—K 8 ch and 3 Kt—Q 5 mate. And if 1.., B—B 5 then 2 Q—K 8 ch, 3 Q—Kt 8 ch, 4 Q—Kt 7 ch, K—B 4 ! ; 5 Kt—K 4 ch, 6 Q—Kt 2 ch and wins the Queen, which is unprotected now because the Bishop has moved.

2 Q—K 8 ch	K—B 2
3 Q—Kt 8 ch	K—B 3
4 K—R 7 !	

Obviously it is useless now to play 4 Q—Kt 7 ch etc. as above because Black's Queen is protected. White's King-move threatens mate.

4	P—Q 3 dis ch !

...... Or.., P—Q 4 dis ch ; 5 K—R 6, Q—Q B 2 ; 6 Q—Kt 5 ch and 7 Kt—K 8 ch wins the Queen.

5 K—R 6	Q×Kt

...... The advantage of this forced move is that Black's Queen is now deprived of the protection of the Bishop.

6 Q—Kt 7 ch	K—B 4
7 Q—Kt 5 ch	

And White wins the Queen with the next move and immediately afterwards another piece.

No. 102

1896
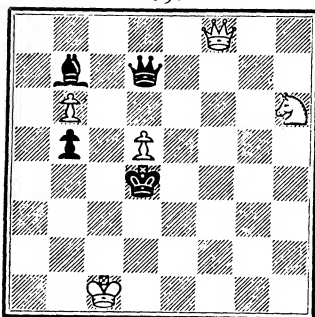
1 Kt—Kt 4 (domination)	
	Q×P
2 Q—B 2 ch	K—B 6 !
3 Q—Kt 2 ch	K—Q 6
4 Q—Q 2 ch	

And wins the Queen.

1	Q—R 2
2 Q—Kt 4 ch	

And wins the Queen.

1	Q—B 1 ch
2 Q×Q	B×Q
3 P—Q 6	

And Queens one of the Pawns.

1	K—B 6
2 Q—R 3 ch	K—Q 5
3 Q—K 3 ch	

And wins the Queen.

1	B moves
	(or P—Kt 5)
2 Q—B 2 ch	K—B 6
3 Q—Kt 2 ch	

And wins the Queen.

No. 103
1895
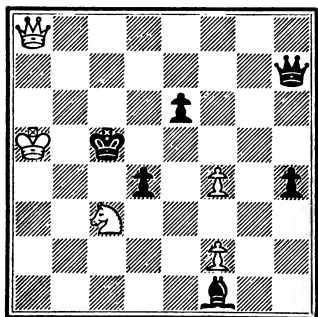
1 Q—Q B 8 ch

Nothing comes of the check with the Knight. For example, 1 Kt—K 4 ch, K—B 5 ; 2 Q—R 6 ch, K—Kt 6 ! ; 3 Kt—Q 2 ch, K—B 7 ; 4 Kt×B, P—Q 6 (Q—B 4 ch) etc. If 3 Kt—B 5 ch, K—B 6 ; 4 Q×B (Kt—R 4 ch, K—Q 2 ; 5 Q×Q, P—R 6), P—R 6 ; also a draw. But if 3 Q—Kt 6 ch, K—B 7 ; 4 Q×Q P, Q—B 2 ch and Black even wins. Finally, if 3 Q×P ch, K—Kt 7 ; 4 Q—Kt 6 ch, K—B 7 ; 5 Q×P (5 Q—B 5 ch, K—Q 6), Q—B 2 ch ; 6 K—Kt 4 ! (6 K—R 4 ? and mate follows in two moves), Q—Kt 2 ch ; 7 K—B 5, Q—B 2 ch ; 8 K—Q 5, B—Kt 7 ; and a draw as the following variation proves : 9 Q—K 5, Q×Q ch ; 10 K×Q, K—Q 6 ; 11 Kt—B 5 ch, K—B 5 ; 12 Kt—K 4, B×Kt ; 13 K×B, P—R 6 ; 14 K—B 3, Q—Q 5 ; 15 Kt—Kt 3, K—K 5 draw. If 11 Kt—Kt 5, P—R 6 ; 12 Kt×P, B×Kt ; 13 P—B 5, B—Kt 5 !

To a draw leads also : 2 Q—B 6 ch, K—Q 6 ; 3 Kt—B 5 ch, K—K 7 ; 4 Q×P ch, K×P etc.

| 1 | K—Q 3 |
| 2 Kt—K 4 ch | |

The purpose of the sacrifice is to drive Black's Queen into an unfavourable position.

| 2 | Q×Kt |

......If Black's King moves the Queen is lost.

3 Q—Q 8 ch	K—B 4
4 Q—Kt 6 ch	K—B 5 !
5 Q—Kt 4 ch	K—Q 4 (Q 6)
6 Q—Kt 7 (Kt 1) ch	

And wins the Queen.

No. 104
Neuburger Wochenschach, 1911
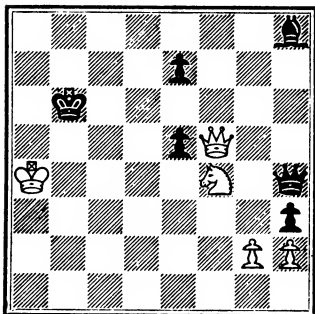
| 1 P—Kt 3 | Q—R 3 |

......Black's Queen retreats to the only available square.

| 3 Kt—Q 5 ch | K—B 4 (B 3) |

......Or 2.., K moves ; 3 Q—Q 7 (B 8) ch etc.

| 3 Q—B 2 ch | K×Kt |
| | (—Q 3) |

4 K—Kt 5

A very curious position has been created. After any move Black now loses the Queen. For example, 4.., P—K 3 ; 5 Q—B 6 ch, K—Q 5 ; 6 Q—B 4 ch, K—K 6 ; 7 Q—B 1 ch ; or 4.., P—K 5 ; 5 Q—B 5 ch, K—K 3 ; 6 Q—B 6 ch ; or 4.., K—Q 5 (or B moves) ; 5 Q—B 4 ch etc.

No. 105

Deutsche Schachzeitung, 1909
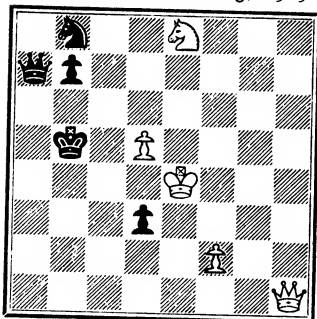
1 Q—Kt 1 ch   K—B 5 !

      ......If K—B 4 ; then 2
Q—B 1 ch, K—Kt 5 ; 3 Q—
Kt 2 ch, and if now K—B 5 ;
then 4 Kt—Q 6 ch, K—B 4 ;
5 Q—Q 4 ch wins the Queen.
If, however, Black plays here
3.., K—R 4 ; 4 Q—R 3 ch,
K—Kt 3 ; 5 Q—Kt 4 ch ; and
mate next move.

2 Kt—Q 6 ch

    White's Queen cannot
achieve a win with checks alone
as long as Black's King is on
his Q B 5 square.

2   K—B 4

      ......Obviously not K—
B 6 ? as 3 Kt—Kt 5 ch wins
the Queen.

3 Kt × P ch

    The purpose of this move is
to open the 7th rank of which
the importance will become
evident later.

3   K—B 5
4 Kt—Q 6 ch   K—B 4
5 Q—B 1 ch

    The Knight has done his
part and White abandons him.

5   K × Kt

      ......If K—Kt 5 ? then
6 Q—B 4 ch and White after
a few moves wins the Queen
by a fork with the Knight.

6 Q—B 4 ch !

    But not Q—R 6 ? as then
Black's King escapes over his
Q B 2 square.

6   K—K 2
7 Q—R 4 ch   K—Q 3
8 Q—Kt 3 ch

    The Queen could not check
previously from the K Kt file
as Black's King had a retreat
to K B 2 or K B 1.

8   K moves

9 Q—Kt 7 or K 3 ch

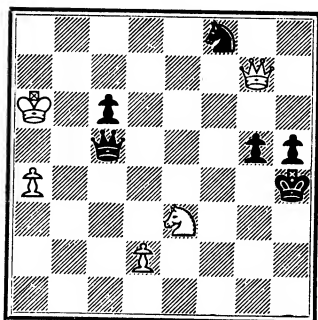   Winning the Queen.

No. 106

1897

1 Q—Kt 2 ! !

    This move contains a subtle
threat 2 P—Q 4 and 3 Q—
R 2 mate. It seems unbeliev-
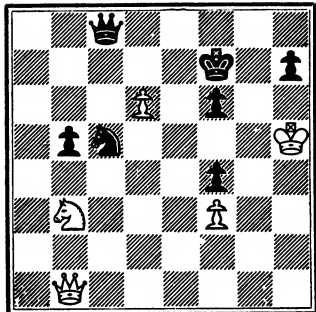able but Black has no defence.

1   P—Kt 5

2 P—Q 4 !

    The Queen is captured on
any square she goes to but
one, and that is K Kt 4, which
is the one escape for Black's
King from the threatened mate.

    A schedule on the theme of
domination.

No. 107

Deutsche Schachzeitung, 1909

1 Q×P ch   K—K 3

......If K—K 1 then White after exchanging Queens captures the Knight on B 5.

2 P—Q 7 ! !

This unexpected move is made to force Black's Knight to give up command of Black's K 5 square and to block up the Q 2 square. 2 Q—K 7 ch gives nothing.

2   Kt×P
3 Kt—Q 4 ch   K—Q 3 !

......If K—K 4 (Q 4) then 4 Q—K 4 ch, K—Q 3 ; 5 Kt× P ch, and 6 Q—B 2 ch winning the Queen.

4 Kt×P ch   K—K 3 !
5 Q—K 4 ch   Kt—K 4

......Protecting the King, Black's Knight opens the diagonal Q B 1—K R 6 of Black.

6 Q—B 5 ch ! !   K×Q
7 Kt—Q 4 mate

Compare with study No. 96.

Variations to Black's second move :—

2   Q—B 2

......Threatening .., Q—K 4 ch.

3 P—Q 8(Kt)ch ! Q×Kt

......Or K—Q 3, 4 Q×Q ch, 5 Kt×Kt.

4 Kt×Kt ch   K—K 4 !
5 Q—K 4 ch

And wins the Queen.

---

2   Q—Kt 1
3 Kt×Kt ch   K—K 4

......Or .., K moves ; 4 P—Q 8 (Q) ch, Q×Q ; 5 Kt—Kt 7 ch or Q—Q 3 ch.

4 Q—K 4 ch   K—Q 3
5 Q×P ch etc.

---

2   Q—B 1 (R 1)
3 P—Q 8 (Q)   Q×Q
4 Kt×Kt ch

Winning the Queen.

The Pawn promotion into a minor piece in this study is quite incidental.

No. 108

1895
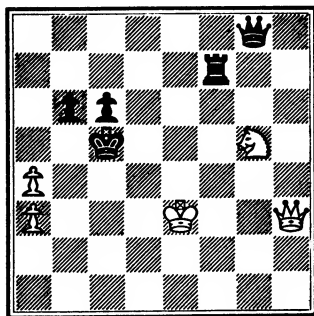
1 Kt—K 4 ch

Without any chances is 1 Kt×R ?

1   K—Q 4 !
2 Kt—B 6 ch !

This sacrifice is made for the following intricate and complex reasons :—

1. White needs the Q 7 square for a check. 2. White requires an open diagonal on Q R 2—K Kt 8. This could lead, K B 6 being occupied by

a Black piece, to the capture of Black's Queen. 3. White must have for this latter purpose the K 4 square, now occupied by the Knight. (Compare with No. 86.) 4. It is necessary when the Knight is removed that the K B 6 square is (*a tempo*) blocked.

| 2 | R × Kt |
| 3 Q—Q 7 ch | K—K 4 |

......If K—B 5, the 4 Q—Q 3 ch and mate next move.

| 4 Q—Q 4 ch | K—B 4 |
| 5 Q—K 4 ch |

And wins the Queen.

The variation following the move with the Rook happens to be also in favour of White.

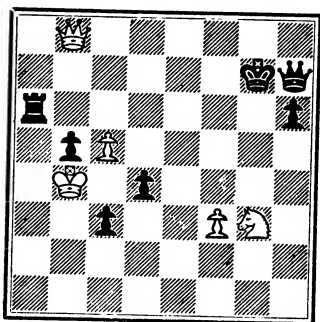| 3 | R—Q 3 |
| 4 Q—B 5 ch | K—B 5 |
| 5 Q—B 2 ch |

And wins the Queen.

No. 109

Deutsche Schachzeitung, 1910

| 1 Kt—R 5 ch | K—Kt 3 |

......Or K—B 2 ; 2 Q—B 7 ch, K—Kt 1 ! ; 3 Q—Q 8 ch, K—B 2 ; 4 Q—Q 7 ch, K—Kt 3 ; 5 Kt—B 4 ch, etc.

2 Q—Kt 3 ch	K—B 4 !
3 Q—Kt 4 ch	K—K 4 !
4 P—B 4 ch	K—K 5 !

| 5 Q—K 2 ch | K—Q 4 |

......A position is created in which the sacrificing of the Knight is decisive for two reasons : it removes Black's Rook, opening the Q R file, and blocks Black's K B 3 square with the same Rook.

6 Kt—B 6 ch !	R × Kt
7 Q—Kt 2 ch	K—K 3
8 Q—R 2 ch	K moves
9 Q—R 7 (B 2) ch

Winning the Queen.

| 7 | Q—K 5 |
| 8 Q—R 2 ch | K—B 3 |
| 9 Q—R 8 ch |

And wins the Queen.

No. 110

L' Echiquier, 1929
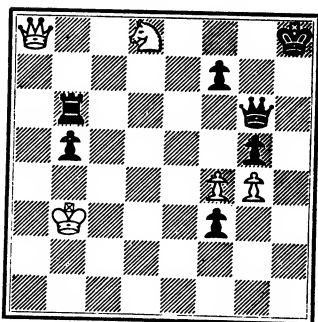
| 1 Kt—K 6 dis ch | Q—Kt 1 |
| 2 Q—R 1 ch | P—B 3 |

......Or K—R 2 ; 3 Q—Kt 1 ch, P—B 4 ; 4 Q × P ch etc. as in the text. Sacrificing the Pawn Black prevents the continuation : 2.., K—R 2 ; 3 Q—Kt 1 ch, K—R 1 (K—R 3 ? ; 4 P × P ch) ; 4 Q—K R 1 ch, Q—R 2 ; 5 Q—R 1 ch, and mate next move. But this sacrifice does not entirely eliminate the threat, it postpones it only for nine moves.

| 3 Q × P ch | K—R 2 |

4 Q—B 5 ch   K—R 1

......Now White's Queen by a stairlike movement returns to the Q R 1 square with checks.

5—12 Q—K 5, K 4, Q 4, Q 3, B 3, B 2, Kt 2, Kt 1 and now 13—15 Q—K R 1 ch, Q R 1 ch, R 8 ch winning the Queen.

No. 111

Deutsche Schachzeitung, 1913

1 Q—R 3 !   K—K 4

......The only satisfactory defence against the threatened mate in one move.

2 Kt × B ch   R × Kt
3 Q—B 5 ch   R—Q 4

......Or K—K 3; 4 Q × K B P ch, K—K 2; 5 Q—B 6 ch and wins the Queen along the rank.

4 Q—K 7 ch

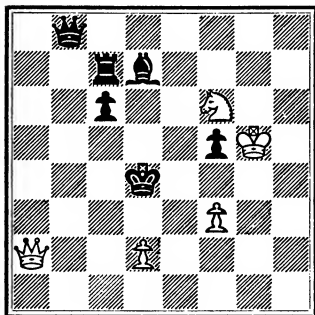Because the Rook is now blocking Black's Q 4 square it will be possible for White to drive Black's King to the Q Kt file on which Black's Queen is placed.

4   K—Q 5
5 Q—K 3 ch   K—B 5
6 Q—B 3 ch   K—Kt 4
7 Q—Kt 3 ch

And wins the Queen along the file.

No. 112

Deutsche Schachzeitung, 1910
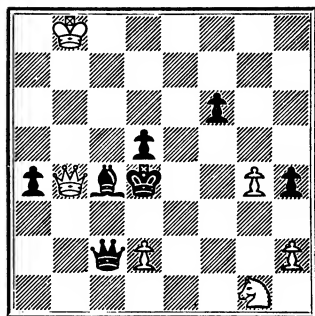
1 Q—Kt 6 ch   K—K 4

......Otherwise mate in one move.

2 Q—B 7 ch   K—K 3

......Or K—Q 5 ; 3 Kt—B 3 ch, and 4 Q—R 7 ch winning the Queen.

3 Kt—B 3   Q—Kt 6 ch
                (Q 6, K 5)

4 K—B 8 !   Q × Kt

......Parrying two threats : Kt—Q 4 mate and Q—Q 7 mate.

5 K—Q 8 !

Now Q—K 7 mate is threatened and if 5.., P—Q 5 or Q × P the Queen is lost after 6 Q—K 7 ch or 6 Q—Q 7 ch.

5   Q—Q R 6 !

6 Q—Q 7 ch

Having got Black's Queen to the third rank White's task will be to drive Black's King to the same rank or to the diagonal Q R 3—K B 8.

6   K—K 4
7 Q—B 5 ch   K moves
8 Q × P ch   K—K 5

......Or K—B 4 ; 9 Q—K 7 ch winning the Queen along the diagonal.

9 Q—B 5 ch   K—Q 5

10 Q—B 4 ch

Winning the Queen with the next move.

No. 113

Deutsche Schachzeitung, 1911

1 Kt—K 4 ch   K—B 5 !

......K—R 3 ? is not permissible as it will be found that Black's Queen and Bishop are barring the exit of the King. For example, 2 Q—Q 6 ch, K—Kt 2 ; 3 Q—B 6 ch and 4 Kt—Kt 5 ch.

2 Q×Q P !

With the threat Kt—B 6 dis ch.

2   P×Kt

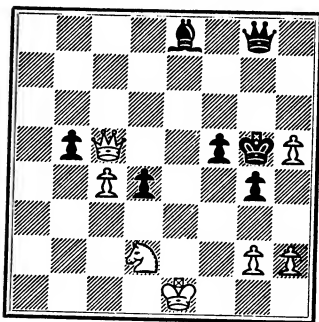......Considering that Black's Queen has no satisfactory retreat this move is relatively the best. If Q—K 3 ? would follow 3 Q—B 2 ch and 4 Q—K 2 ch. If Q×P ; 3 P—Kt 3 ch and 4 Kt—Q 2 ch ; and if Q—B 1 ? ; 3 Kt—B 5 dis ch.

3 Q—B 6 ch

White at once uses the opened line. And the fact that Black's K 5 square is blocked is of great significance.

3   K—K 6
4 Q—B 2 ch   K—Q 6
5 Q—Q 2 ch   K×P

6 Q—R 2 ch

Winning the Queen. Having accepted the sacrifice of the Knight Black has weakened his position, opening the K B file and blocking the K 5 square.

No. 114

Tidschrift för Schack, 1909
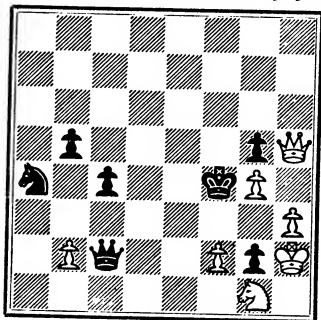
1 Q—K 8

This quiet move contains, besides the direct threat of mate with the Queen on K 3, another more hidden threat : 2 Kt—K 2 ch and 3 Kt—Q 4 ch. Black has two defences :—

I

1   Q×B P
2 Q—B 7 ch   K—K 6
3 Q—R 7 ch

And wins the Queen.

II

1   Q—K 5
2 Q—B 8 ch   K—K 4
3 Kt—B 3 ch   K—Q 4
4 Q—R 8 ch

And wins the Queen.

Exactly the same position repeats itself on different coloured squares (echo).

If 1 .., Q—Q 6 (Q 7) ; then 2 Q—K 6 with the unrefutable threat 3 Q—B 6 ch, K—K 5 ; 4 Q—B 5 ch, K—Q 5 ; 5 Kt—B 3 ch etc.

No. 115

Bohemia, 1907

The fundamental idea of this study is the struggle of Bishop against Knight. The Knight is attacking certain squares and the Bishop is defending them, thus not allowing the Knight to reach the square from which he could mate Black's King. The introductory play leads to the same corner position as in study No. 32.

1 Q—K 8 !

At the same time preventing a check with Black's Bishop and attacking the Q Kt P.

1   P—Kt 8 (Q)

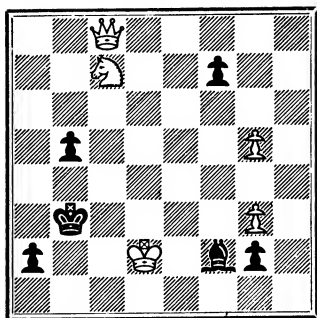......If P—R 8 (Q) ; 2 Q× Kt P ch, K—R 6 ! (K—R 7, 3 K—B 2) ; 3 Q—R 5 ch, K— Kt 7 ; 4 Q—Kt 4 ch, K—R 7 ; 5 K—B 2, Q—B 8 (Q 8) ch ; 6 K×Q, P—Kt 8 (Q) ch ; 7 K—B 2 etc.

2 Q×Kt P ch   K—R 6
3 Q—R 5 ch   K—Kt 7 !

......If K—Kt 6 ; then 4 Q—B 3 ch, and 5 Q—B 4 ch and mate in a few moves.

4 Q—B 3 ch   K—Kt 8
5 Q—B 2 ch   K—R 8
6 Q—B 1 ch

A similar exchange of Queens as on the fourth move in No. 32.

6   Q×Q ch

7 K×Q

Threatening mate in three moves. Now the Bishop is forced to guard the approach squares of the Knight, preventing the Knight from reaching his Q Kt 3 square. The approach squares are : Q R 5, Q B 5, Q 4, Q 2 and Q B 1. The Bishop will be able to capture one of the Pawns, but only one ! The other Pawn will be Queened after the Knight, having been prevented from reaching the approach squares is finally exchanged against the Bishop on Q B 1. The struggle can, for example, proceed as follows : 7.., B×P ; 8 Kt— Kt 5 (but not Kt—Q 5 ?, B— R 5 ! ; 9 Kt moves, B×P), B—B 5 ch ; 9 K—B 2, B— K 4 (K 6) ; 10 Kt—R 3 (Q 6), B moves (B×P ? ; 11 Kt— B 4 (Kt 7)) ; 11 Kt—B 4, B— B 6 ! (if Kt 5 or K 8 ; then 12 Kt—K 5 ; 13 Kt—Q 3 and 14 Kt—B 1) ; 12 K—B 1, B— Kt 5 (K 8) ; 13 Kt—K 5, B moves ; 14 Kt—Q 3, 15 K— B 2 or reversed, first 15 then 14.

If 8.., B—K 4 ; 9 K—B 2, B—B 3 (P—B 3 ; 10 P—Kt 6) ; 10 Kt—Q 6, B—K 2 ! ; 11 Kt—K 4, B—Kt 5 ; 12—14 Kt—B 2, Q 3, B 1 etc.

If 8.., B—B 7 ; 9 K—B 2, B—B 4 ; then 10 Kt—B 3, B—K 2 ; 11 Kt—K 4 etc.

If 9.., B—K 6 ; 10 Kt— Q 6, B—Q 7 ; 11 Kt—B 4, B— B 6 ; 12 K—B 1 ! and finally if 9.., B—Kt 3 (Kt 8) ; then 10 Kt—Q 6, B—Q 1 (K 6) ; 11 Kt—B 4 and mate in two moves.

The interference of White's King (12 K—B 1) is not forced but it shortens the game. The Knight can continue the duel with the Bishop. For example, 12 Kt—K 3, B—Q 7 ; 13 Kt— B 5 !, B—B 6 ; 14 Kt—Kt 3, 15 Kt—K 2, 16 Kt—B 1 ; or if 12.., B—B 3 ; 13 Kt—B 5, B—K 4 ; 14 Kt—R 4 !, B moves ; 15 Kt—B 3, B—B 6 !

(B—K 6 ; 16 Kt—K 5, B×P? ;
17 Kt—B 6 ; or 16.., B moves ;
17 Kt—Q 3 and 18 Kt—B 1) ;
16—18 Kt—Kt 1, K 2, B 1).

If Black captures the other
Pawn 7.., B—K 6 ch ; 8 K—
B 2, B×P then after 9 Kt—
Kt 5, B—K 6 (B—B 3, 10 Kt—
Q 6 and 11 Kt×P and should
Black play 10.., B—K 4 ?, 11
Kt—K 4 and mate in two
moves) White captures Black's
Pawn ; 10 Kt—Q 6, P—B 3
(B—B 7 ; 11 P—Kt 4, P—
B 3 ; 12 Kt—K 4, B—K 6 ;
13 Kt×P) ; 11 Kt—K 4, P—
B 4 ! ; 12 Kt—Q 6, P—B 5
(B—B 5 (or moves), 13 Kt×P) ;
13 Kt—B 4 ! and mate in two
moves ; or also 13 Kt—Kt 7 !,
B—Kt 3 ; 14 P×P and mate
in two moves. In all continua-
tions above White's moves can
be differently varied.

This study, together with all
others on the same theme, have
a theoretical significance. They
prove a Bishop can always pre-
vent a Knight from reaching
one certain square (in a duel),
but the same cannot be said
of *two* squares.

No. 116

Deutsche Schachzeitung, 1909
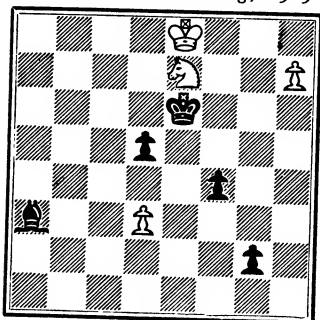
1 P—R 8 (Q)   P—Kt 8 (Q)
2 Q—R 6 ch

White takes advantage of
the unfavourable position of
Black's King.

2   K—K 4

3 Kt—B 6 ch   K—B 4
4 Kt—Q 4 ch

The Knight is sacrificed to
bring Black's Queen to an
awkward square.

4   Q×Kt

......The sacrifice must be
accepted. If the King moves
the Queen is lost.

5 Q—R 5 ch   K—K 3
6 Q—B 7 ch   K—Q 3 !
7 Q—Q 7 ch   K moves
8 Q—R 7 (Kt 7) ch

And wins the Queen.

Compare with No. 103.

No. 117

Shahmati, 1924
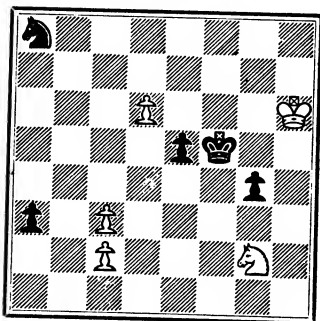
1 P—Q 7   P—R 7
2 P—Q 8 (Q)   P—R 8 (Q)
3 Q—Q 6   Q—B 8 ch
4 K—R 7 !   Q—Kt 4

......The move 4.., Q—
R 8 ch is analysed later.

5 Q—Q 7 ch   K—B 3
6 Q—Q 8 ch   K—B 4
7 Kt—R 4 ch   K—B 5
8 Q—Q 2 ch

And wins the Queen.
In the finale note that
Black's King is chained to his
Kt 4 square. (Compare with
Nos. 38, 45, 51, 85 a.o.)

4   Q—R 8 ch

5 K—Kt 7   Q—R 4 !

    ......Or Q×Kt; 6 Q—B 6 ch and 7 Q—B 6 ch winning the Queen.

6 Q—Q 7 ch   K—Kt 4
7 Q—K 6   P—Kt 6

    ......Securing an exit for the King.

8 Q×P ch   K—Kt 5
9 Q—K 4 ch   K—R 6
10 Kt—B 4 ch

    Winning the Queen. This study has two variations with the motif of winning the Queen along the diagonal and by a fork with the Knight.

No. 118

L' Echiquier, 1930

1 Q—B 2 !

    Threatening check on B 8, and forcing Black's Queen to give up protection of the Pawn on R 7 : 2 Q—B 8 ch, Q—B 1 ; 3 Q×P ch and 4 R×P.
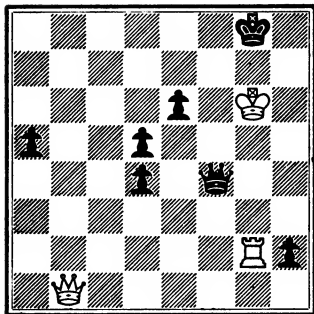
    This manœuvre, which looks very strange as it leaves Black the possibility of Queening his Pawn, is the only way to win. Not good for example is 1 Q—K R 1 ? on account of K—B 1 ; 2 Q (or R) × P, Q—B 4 ch draw by perpetual checks. If 1 Q—K 1 ?, Q—B 4 ch ; 2 K—R 6 dis ch, K—B 1 ; 3 Q—K R 1 !, Q—R 6 ch ; again draw by perpetual checks. If 1 K—R 5 dis ch, K—B 1 ; 2 Q—

K R 1 ! (otherwise Black wins), Q—B 6 ch and draw by perpetual checks. Or 1 R—Kt 5 ?, K—B 1 ; 2 R—R 5, Q—Kt 5 ch ; 3 R—Kt 5 draw. And finally also not good is 1 Q—Kt 5 ?, K—B 1 ! and now being threatened with .., Q—B 4 ch and .., P—R 8 (Q). White must look for a draw by perpetual check or is lost.

1   P—R 8 (Q)
2 Q—B 8 ch   Q—B 1
3 Q×P ch   K—R 1

    ......Now the Queen retreats with stairlike movement to the second rank with checks. 4—11 Q—K 5, ×P (on Q 5), ×P (on Q 4), B 4, B 3, Kt 3, Kt 2, R 2, K—R 1 ;

12 R—R 2 ch   Q×R
13 Q×Q ch   K—Kt 1
14 Q—R 7 ch and mate

---

1   Q—B 2 ch
2 K—R 6 dis ch K—B 1
3 R×P

    And from the following checks White King excapes to Q 1. For example, 3.., Q—B 5 ch ; 4 K—Kt 6, Q—B 2 ch (Q—Kt 5 ch, 5 K—B 6) ; 5 K—Kt 5, Q—Kt 2 ch (or K 2 ch) ; 6 K—B 4, Q—B 3 ch (Q—Q 3 ch ; 7 K—B 3 or Q—B 2 ch ; 7 K—K 5) ; 7 K—Kt 4 etc. Or 3.., Q—Kt 2 ch ; 4 K—R 5, Q moves ; 5 K—Kt 4 ; or 3.., Q—B 3 ch ; 4 K—R 5, Q—B 6 ch ; 5 K—Kt 5, Q moves ; 6 K—B 6 etc.

---

1   Q—Kt 1
2 Q—B 2 !   Q moves
3 K—B 6 dis ch

    And succeeds in mating.

---

1   Q—K 5 ch
2 Q×Q   P×Q
3 K—B 6 dis ch K—B 1
4 R×P etc.

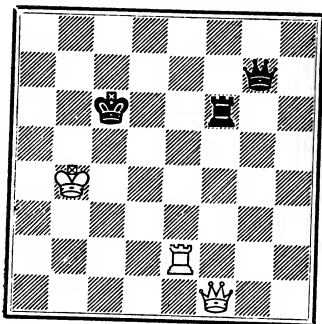
1   Q—B 1
2 K—R 5 dis ch K—R 1

    ......Or K—B 2 ; 3 R—B 2 ch.

3 R×P etc.

Here as in No. 110 the stair movement of the Queen is in the opposite direction to that in Nos. 2, 60 and 74.

No. 119

Shahmatni Shurnal, 1898

In this simple position White sacrifices a piece with the idea of opening the lines and blocking a square.

1 R—K 6 ch !	R×R
2 Q—R 6 ch	K—Q 4
3 Q—B 4 ch	K—Q 3
4 Q—B 5 ch	

And wins the Queen.

No. 120

1897
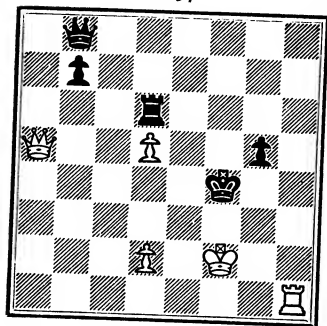
1 R—R 8 !

The purpose of this sacrifice is to drive Black's Queen into an unfavourable position.

1	Q×R
2 Q—R 4 ch !	

Starting a sequence of checks which will lead to the capture of Black's Queen.

2	K—B 4
3 Q—B 2 ch	K—B 5
4 Q—B 4 ch	K—B 4
5 Q—Q 3 ch	K—Kt 5

......Or K—B 5; 6 Q—B 3 ch and 7 Q—Q B 3 ch.

6 Q—K 4 (B 3) ch

And wins the Queen.

The whole strength of the initial sacrifice lies in the fact that all Black's moves are forced.

No. 121

1896
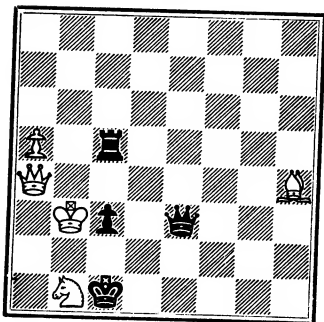
1 Q—R 3 ch	K—Q 8

......If K×Kt mate follows in two moves.

2 Q×R !	Q×Q
3 Kt×P ch	K—B 8

......If K—Q 7; 4 Kt—K 4 ch.

4 B—Kt 3 !	Q moves
5 B—B 4 ch	Q×B
6 Kt—K 2 ch	

Winning the Queen. The study is interesting for the curious position after the third move. This is the simplest of similar positions.

No. 122
1895
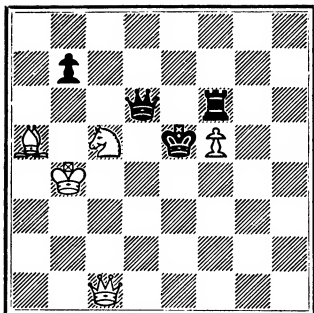
1 B—B 7 !   Q×B
2 Kt—Q 7 ch !   Q×Kt

The sacrifice of two pieces in succession has created an interesting position in which White succeeds in bringing about a mating finale, driving Black's King from the centre to the edge.

3 Q—K 3 ch   K—Q 4
    ......If K×P; then 4 Q—R 3 ch, and if K—Q 3 then 4 Q—B 5 mate.

4 Q—Q 3 ch   K—B 3
5 Q—B 4 ch   K—Kt 3
6 Q—B 5 ch   K—R 3
7 Q—R 5 mate

No. 123
Deutsche Schachzeitung, 1908

1 R—R 6 ch   Q×R
    ......Having sacrificed a Rook White opens the eighth

rank for checks. White has to provide a defence against the threat of .., P—Kt 8 (Q) mate. At first White captures the Q P, which protects the Knight.
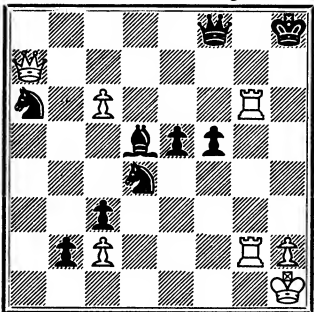
2—8 Q—R 8 ch, Kt 7 ch, B 8 ch, Q 7 ch, K 8 ch, K 7 ch, ×P ch.
    After that follow four groups of checks which lead in succession to the captures of the Knight on the Queen's file and all the Pawns.

9—16 Q—K 7, K 8, Q 7, B 8, Kt 7, R 8, R 7, ×Kt.
17—21 Q—R 7, R 8, Kt 7, B 8, ×P.
22—28 Q—B 8, Kt 7, R 8, R 7, Q 4, Q 3, ×P.
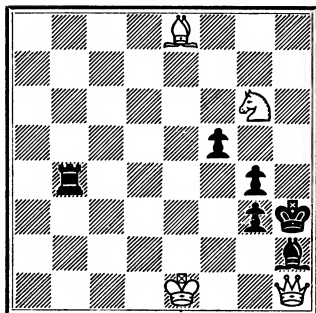29—34 Q—Q 3, Q 4, R 7, R 8, Kt 7, ×P.
    Further three checks lead to the capture of the Bishop

35—38 Q—Kt 7, B 8, Q 7, ×B.
    And now White is sure to win.

No. 124
1897

Although possessing a Queen it seems at first glance that White has nothing to provide against the threats of .., R—Kt 8 ch and P—Kt 7.

1 B—B 6 !
    The beginning of a combination involving sacrifice of the Queen.

1		R—Kt 8 ch	3	K—R 2
2	K—K 2	R×Q	4	K—Kt 2 !
3	B—Kt 2 ch !			

The point of the combination.

<div style="display:flex">

Left:

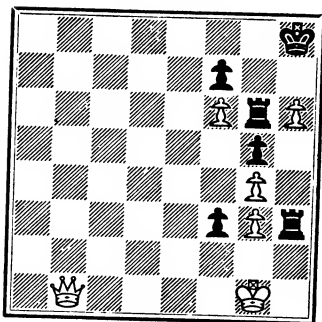|		
3		K×B
4	Kt—B 4 ch	K—Kt 8

......In this position the imprisoned pieces of Black are absolutely helpless and only prevent Black's King from escaping.

5	K—K 1	P—Kt 7
6	Kt—K 2 mate	

A " romantic " study.

Right:

The only refutation of Black's combination. Harassing Black's Rook White prepares the following move.

4		R×P
5	P—B 8 (B) !	

Certainly not 5 P—B 8 (Q) ?, R—R 7 ch, with perpetual check or stalemate, or exchange of Rook for the Queen with Pawn endgame following, leading to a draw. But now Black, being in *Zugzwang*, loses the Rook.

</div>

No. 125

No. 126

No. 125

1	Q×R	

To obtain a passed Pawn. Nothing gives 1 Q—Kt 8 ch ?, K—R 2 ; threatening R×B P and R×R P. For example, 2 Q—K B 8, P—B 7 ch ; 3 K—B 1, R—R 8 ch ; 4 K×P, R×B P ch ; or 2 Q—K 5, R (R 6) ×R P ; 3 K—B 2, R×B P ; 4 Q×P ?, R—R 7 ch, etc.

1		P×Q
2	P—B 7	P—B 7 ch !

......Black is aiming at a stalemate.

3	K×P	

Unavoidable. If K—Kt 2 ?, R—R 7 ch ; 4 K—R 1, K—R 2 ; 5 P—B 8 (Q), R—R 8 ch ; 6 K×P, R—B 8 ch ; 7 K×R stalemate.

No. 126
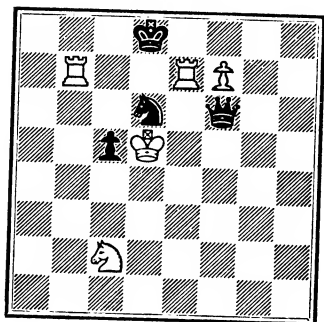
1	R—K 8 ch	Kt×R
2	R—Kt 8 ch	K—B 2 !
3	P×Kt (Kt) ch	K×R
4	Kt×Q	P—B 5 !

......To reach B 6 square earlier before White has played 5 Kt—K 4 and 6 Kt—B 3.

Now comes the theoretical part of the study. In the present position against Black's Pawn on the Q B 6 square, White's task is to drive Black's King into the top left hand corner on Q R 8.

This can be achieved only as follows :—

5	K—Q 6 !	

Not to Q B 6. See later.

5		P—B 6

6 Kt—Q 5

Should White have the move in the present position this position could *not be maintained.* But now Black has to move

6		K—B 1
7	K—K 7	K—Kt 1
8	K—Q 8	K—Kt 2
9	K—Q 7	

White's King has the opposition !

9		K—R 2 !
10	K—B 7	K—R 3
11	K—B 6	K—R 2 !
12	Kt—K 7	K—R 3
13	Kt—B 8	K—R 4
14	Kt—Kt 6 !	

The point is that the stationary Knight helps, preventing Black's King from moving to Q Kt 5.

| 14 | | K—R 3 |
| 15 | Kt—B 4 etc. | |

Compare with diagram 18 of the Supplement.

If White had played 5 K—B 6 ?, P—B 6 ; 6 K—Q 7 ! (so as to reply on .., K—Kt 2 ? with 7 Kt—Q 5. If at once 6 Kt—Q 5 then K—B 1 ! ; 7 Kt—B 7, K—Q 1 ; 8 K—Q 6, K—B 1 ; 9 Kt—K 6 and Black's King cannot be driven into the corner, and escapes to his Q R 4 square).

But on 6 K—Q 7 Black instead of .., K—Kt 2 ? replies .., K—R 2, inviting White's King to take the opposition with the Knight still on K B 6. If 7 K—B 6 then K—Kt 1 ! (the only move) ; 8 K—Q 6 (White's King is still forced to take the opposition), K—B 1 ; 9 Kt—Q 5, K—Q 1 ; 10 Kt—B 7, K—B 1 ; 11 Kt—K 6, etc.
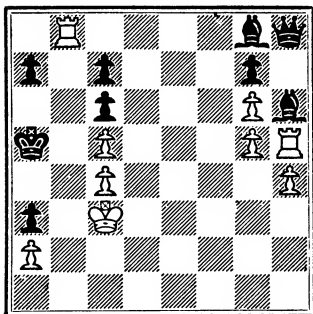
There is also no danger in 9.., K—Kt 1 ; 10 K—K 7 !, K—R 2 or R 1. Black keeps the opposition.

The summary in the theoretical language of the supplement is : with Pawn on Q B 6 Black's

King can be driven into the top left corner only on the hurried march around the Knight on Q 5 to the left and not otherwise.

No. 127

Magyar Sakkvilag, 1931

If Black is to move then Black loses at once.

For example, 1 .., K—R 5 ; 2 R—R 8, P—R 4 ; 3 R—K R 8. Or 1 .., K—R 3 ; 2 R—Kt 4. Or 1 .., P—R 3 ; 2 R—R 8 etc. Therefore it is necessary to give Black the move. It cannot be done with the Rook. For example, 1 R—K B 8, K—R 3 ! and White is forced to play 2 R—Kt 8. Consequently " to lose the move " must be done with White's King. Usually this is done with the help of the " triangle," but in the given position a " triangle " cannot be found because of checks with Black's Bishop. Nevertheless White's King finds it possible to return to the initial square in an odd number of moves by the following route :—

1—9 K—B 2, Q 1, K 1, B 2, Kt 3, B 4, K 5, Q 4, B 3, or reversed, Black all the time moving the King.

But if for example after 6 K—B 4, Black replies with 6.., B×P ch ; 7 K×B. After .., P—R 3 White's King immediately returns to Q B 3. Best at the moment when Black's King is on his R 5 square. Then K—B 3, K—R 4 ; R—R 8. But if Black's King is on his R 4 square, then K—B 3, K—R 5 ; R—Q B 8, K—R 4 ; R—R 8.

Although scarcely real, the position still represents a study and not a problem because mate is not possible in a given number of moves. The theme of the study is the transfer of the move (of initiative) from White to Black, here undertaken by White's King.

The exhaustive study of this theme has been inspired by a 14-moves problem of Loyd, in which White's King makes 13 moves to lose "the move" (K on K B 2 square moves as far as Q R 7, Q R 8, Q Kt 8, Q R 7 and back to K B 2).

In the January number of *Deutsche Schachzeitung*, 1914, the author has published the following position, which represents a record.
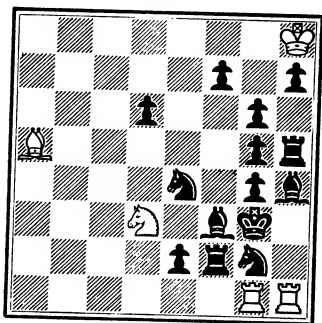
White to move and mate
in 92 moves.

Here after 1 B—K 1, R—R 3 ; 2 K—Kt 7, R—R 4 ; White's King returns six times to K Kt 7 waiting for Black's move .., R—R 3. But Black instead moves his Pawns forcing prolonged marches of White's King : first time to Q B 8, second time after 11 K—Kt 7, P—Q 4, to Q R 8 ; third time after 24 K—Kt 7, P—Q 5, to Q B 2 ; fourth time after 45 K—Kt 7, P—B 3 to K Kt 8, fifth time after 48 K—Kt 7, P—B 4, to Q B 2 ; sixth time after 69 K—Kt 7, P—B 5 ; to Q B 2. Finally 90 K—Kt 7 forces Black to move.

90.., R—R 3 (or P—R 3) and mate follows in two moves.

Later the attention of the author was drawn to a position in which to "lose the move" there was no "triangle" available. In the April number there are two positions published, but in the form of "conditional problems" and not as studies, as the author then did not believe in the possibility of such a construction. And only in 1930 he ventured to make a trial. As a result of this the present study was created.

No. 128

1898
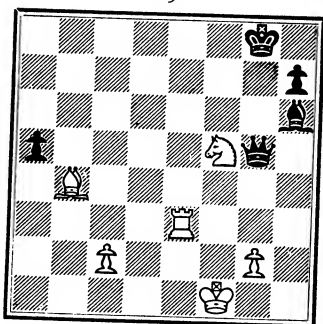
1 R—K Kt 3 !   Q×R

......Or P×B ; 2 Kt×B ch etc., but not 2 R×Q ch ?, B× R with equal play. The Rook has pinned the Queen to deprive Black's Bishop of protection.

2 Kt×B ch !

That is the reason White did not capture Black's Queen. 2 Kt×Q ?, P×B and draw.

2   K—R 1

...... The King is forced into this awkward position. If .., K—Kt 2 ; 3 Kt—B 5 ch.

3 B—Q 6 !

Immediately taking advantage of the corner position of Black's King.
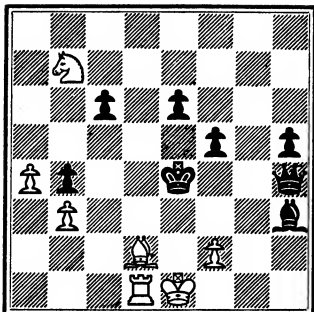
3   Q moves
4 B—K 5 ch   Q×B
5 Kt—B 7 ch

Winning the Queen.

No. 129
1898

No. 130
1896

1 B—Kt 5 !

Sacrificing the Bishop White not only deprives Black's King of the Queen's file but also Black's Queen of the diagonal Q 1—R 5.

1	Q × B
2 Kt—B 5 ch	K—K 4

......If K—B 6 ; then 3 R—Q 3 ch, K—Kt 7 (Kt 5) ; 4 R—Kt 3 ch etc.

| 3 P—B 4 ch | K (or Q) × P |
| 4 Kt—K 6 (or Q 3) ch | |

And wins the Queen.

—

1	Q—Kt 5

......The attempt to decline the sacrifice does not save Black.

| 2 Kt—Q 6 ch | K—K 4 |
| 3 Kt—B 4 ch | K—K 5 |

......Black's King is again on the same rank with his Queen with only one square between them and again a check with the Pawn is decisive (echo).

| 4 P—B 3 ch | K (or Q) × P |
| 5 Kt—K 5 (or Q 2) ch | |

And wins the Queen.

The initial sacrifice of the Bishop leads to two thematically equal echo-variations. The Bishop's Pawn moving one or two squares respectively.
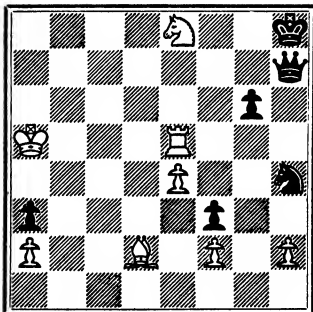
White's advantageous and Black's cramped position permit a terrific attack, which opens with the sacrifice of the Rook.

1 R—R 5 !

The Rook is sacrificed to open the long diagonal Q R 1—K R 8 for the attack with the Bishop. A simple move with the Rook is obviously impossible as time is lost. For the same reason 1 B—B 3 ? is not good, as it would give Black the possibility of an attack : 1.., Q—R 2 ch ; 2.., Q × P, and if 3 Kt—Q 6, Q—Kt 7 ch etc.

1	Q × R ch

......If P × R ; 2 B—B 3 ch, K—Kt 1 ; 3 Kt—B 6 ch.

2 K—Kt 4 !

Black is helpless against the threat B—B 3 ch.

2	Q—Kt 5 (R 2)

......If Kt—B 4 ; 3 B— B 3 ch, Kt—Kt 2 ; 4 B × Kt ch, K moves ; 5 Kt—B 6 ch, K × B ; 6 Kt × Q, P × Kt ; 7 K × P with a Pawn endgame won for White.

| 3 B—B 3 ch | K moves |
| 4 Kt—B 6 ch | |

And wins the Queen.

Having sacrificed the Rook White reached a position in which the colossal material advantage of the opponent

proved to be of inferior value against White's advantage in space.

No. 131

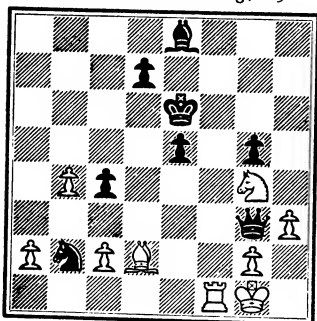*Deutsche Schachzeitung*, 1910

1 R—B 6 ch   K—Q 4

    ......Or K—K 2 ; 2 B×P etc.

2 Kt—K 3 ch   K—K 5
3 Kt—B 5   Q—R 6
4 Kt—Q 6 ch   K—Q 4
5 Kt—Kt 5   Q—K Kt 6
6 Kt—B 3 ch   K—Q 5
7 Kt—K 2 ch

And wins the Queen.

A study on domination. Interesting is the work of the Knight, absolutely terrorising the opponent.

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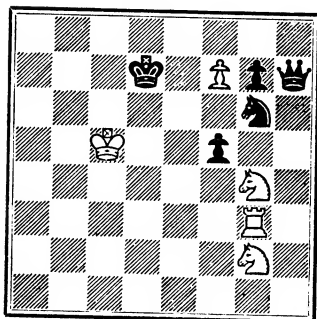
1 Kt—K 5 ch   K—K 3 !
2 R×Kt ch

    White's only hope is the Queening of his Pawn.

2   K×Kt

    ......Or K—K 2 ? ; 3 R—K 6 ch, K×R ; 4 P—B 8 (Q) ; or .., Q×R ; 3 Kt×Q or P—B 8 (Kt) ch.

3 P—B 8 (Kt) !

    Threatening 4 R—K 6 mate. Not good is 4 P—B 8 (Q) ? because of .., Q×R.

3   Q—Kt 1 !

    ......Or .., Q×R ; 4 Kt× Q ch and 5 Kt (Kt 2)—B 4.

4 Kt—Q 7 ch   K—K 5
5 Kt—B 6 ch

And wins the Queen.

---

1   K—K 2
         (or moves)
2 R×Kt   Q—R 8 !

    ......If Q—R 7 then 3 K—Q 5, if Q—R 4 (R 6) then 3 R—K 6 ch, K×R ; 4 Kt—B 4 ch, and if Q—R 1 ; then 3 Kt—B 4, Q—B 1 ch ; 4 R—B 6.

3 Kt—K 3   Q—B 8 ch
4 Kt (K 3)—B 4   Q—B 7
           (or moves)
5 R—Q 6 and wins

No. 132

Pravda, 1926

No. 133

L'Echiquier, 1927

1 K—Q 8   Q—Q 8 ch
2 R—Q 7   Q × R ch
3 K × Q   Kt—B 1 ch !

      ......If Kt—B 3 ch ? then
the Pawn Queens.

4 P × Kt (Q) ch

      If K—Q 8 ? then Kt—K 3
ch ; or K—Q 6 ?, Kt—Kt 3 ;
5 Kt—Q 5 (B 6), Kt × P.

4   K × Q
5 Kt—Q 3 ! !

      Having been left with two
Knights against K R P on the
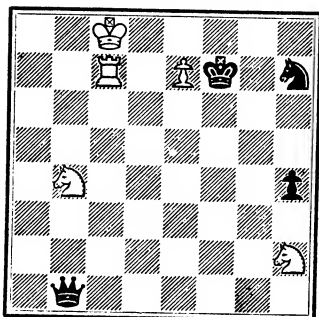sixth rank White must take
care to avoid a stalemate posi-
tion. The Knight's move in
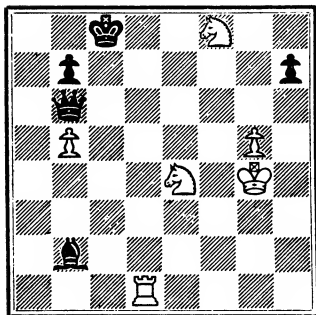text provides for three possi-
bilities.

      I. 5.., K—B 2 ; then 6 Kt—
B 2, P—R 6 ; 7 Kt—K 4.
      II. 5.., K—Kt 2 ; then 6
Kt—B 4 !, P—R 6 ; 7 K—K 7.
      III. 5.., P—R 6 ; then 6
Kt—K 5 !, K—Kt 2 ; 7 K—
K 7.

      In the first two variations
White wins only if Black has
to move. That has been
achieved with the manœuvre
of the Knight.

No. 134

The material forces are nearly
equal, but the advantageous posi-
tion of White's pieces enables White
to launch an attack on Black's King
and Queen.

1 Kt—Q 6 ch   K—B 2

      ......At any other retreat
of Black's King immediately
the Queen would be lost.

2 Kt—B 4 !   Q × P !

      ......The Queen cannot
move to B 7 because of 3 Kt—
K 6 ch, 4 R—Q 8 ch, 5 P—
Kt 6 ch etc.

3 Kt—K 6 ch   K—Kt 1 !
4 R—Q 8 ch   K—R 2
5 R—R 8 ch !

      The final blow.

5   K × R
6 Kt—B 7 ch   K—Kt 1
7 Kt × Q   B moves
8 Kt—Kt 6 and wins

      For example, 8.., B moves
(excepting B—K 6) ; 9 K—
B 5, B moves ; 10 Kt—Q 7 ch,
K—B 1 ; 11 Kt—B 6, and if
now B × Kt ; 12 K × B, if ..,
P—Kt 3 then 12 Kt × P, B × P ;
13 Kt × B, K—Q 2 (Kt 2) ; 14
Kt—K 4 etc. Or 8.., B—K 6 ;
9 Kt—Q 7 ch ; 10 Kt—B 6,
11 Kt × P, B × P ; 12 Kt × B
and will have time to protect
the other Knight on Kt 5.

      The final struggle of two
Knights with a Pawn against
Bishop with a Pawn took place
in a game Znosko-Borovsky v.
Seitz (Tournament, 1931, at
Nice), which ended in the
victory of the Knights against
a B P. The ending will be
found in the treatise two
Knights against Pawns.

No. 135

Shahmatni Listok, 1925
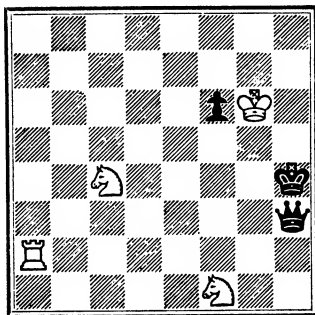
In this study besides the elements of combination, the theoretical moment of the final struggle of two Knights against a Pawn is to be noticed.

1 Kt (B 4)—K 3

> 1 R—R 2 ? does not lead to a win. Black's Pawn advances to his fifth or sixth square and Black's King being on the bottom right hand corner (K R 8) gives a drawn game. Likewise 1 R—R 4, Q—Kt 5 ch gives nothing but a draw.

1   Q—R 8 !

> ......If Q moves then 2 R—R 2 ch, 3 R × Q, and 4 Kt—B 5 arresting the march of the Pawn.

2 R—K Kt 2 !

> Again a draw would result if 2 R—K R 2 ch ?, Q × R ; 3 Kt × Q, P—B 4 ! also if 2 R—R 4 ch ?, K—R 6 ; 3 K—R 5, Q—B 6 ch.

2   Q × R

> ......Preventing mate in two moves.

3 Kt × Q ch   K—R 6

> ......If K—Kt 5 then 4 Kt (Kt 2)—K 3 ch and 5 Kt—B 5.

4 Kt—K 1 !

> Only thus is White making preparations for Black's Pawn advancing to B 5 and B 6 and for forcing it even to the B 7 square.

4   P—B 4 !

> ......If K—R 5 then 5 K—B 5 with the play of two Knights against Pawn on B 5.

5 K—R 5 (Kt 5) P—B 5
6 K—Kt 5 (R 5) P—B 6
7 K—R 5 (Kt 5) P—B 7

> ......Black's King is in a stalemate position. And now

8 Kt—B 3   K—Kt 7
9 Kt (B 3)—Q 2 or R 2

9   K—R 6

> 10 K—Kt 5 (R 5), K—Kt 7 ; 11 K—Kt 4 (R 4), K—R 8 ; 12 K—Kt 3 !, K—Kt 8 ; 13 K—R 3, 14 Kt—Kt 3 ch, 15 Kt—B 3 mate.

No. 136

Magyar Sakkvilag, 1930
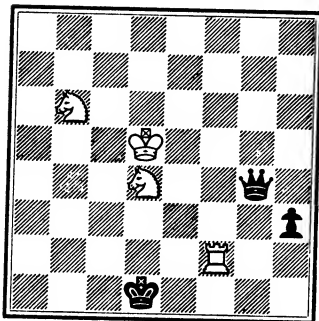
In a simple position White with a sequence of checks succeeds in exchanging his Rook for the Queen and in stopping just in time the advance of Black's Pawn on his K R 6 square.

1 R—B 1 ch   K—Q 7
2 Kt—B 4 ch   K—B 6
3 R—B 1 ch   K—Kt 5

> ......Black all the time makes the best moves, but that still does not save Black's King.

4 R—Kt 1 ch   K—R 5
5 R—R 1 ch   K—Kt 5
6 Kt—B 6 ch   K—B 6
7 R—R 3 ch   K—B 7
8 Kt—K 3 ch   K—Kt 7
9 Kt × Q   K × R
10 Kt—R 2

> And in this given position theoretically White wins.

10   K—R 5
11 K—B 4

Or 10.., K—Kt 6 ; 11 K—Q 4 etc.

No. 137

1 Kt—B 6 ch

Considerably hampering Black's King.

1   K—R 1
2 R—R 8 ch   K—Kt 2

......Hoping to come out of the vice safely over R 3.

3 R—R 7 ch   K—R 3

......Clearly not K×Kt , 4 Kt—K 5 ch.

4 R—R 7 ch   K—Kt 4
5 Kt—Q 4 ch !   K—Kt 5

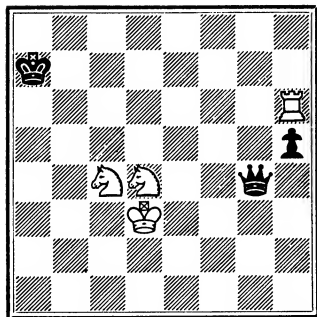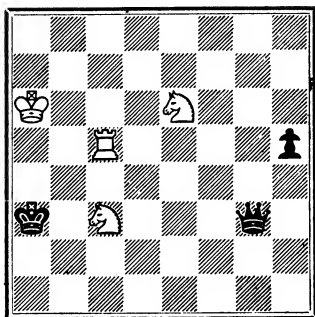......If .., K—B 4 ? follows mate in three moves 6 R—R 5 ch ; K—Kt 5 ; 7 Kt—B 2 ch and 8 R—R 3 mate.

6 Kt—B 2 ch   K—B 4
7 R—R 5 ch   K—B 3
8 Kt—K 5 ch   K—Kt 3
9 Kt × Q   K × R
10 Kt—B 2

With the endgame two Knights against K R P on his fifth square.

No. 138

In the present study as in the previous a sequence of checks leads to victory.

1 R—R 5 ch   K—Kt 7 !

If K—Kt 5 then White wil l have time to bring into the battle one more piece, the Knight, on K 6 : 2 R—R 4 ch; K—Kt 6 ; 3 Kt—Q 4 ch, K—Kt 7 ; 4 R—R 2 ch, K×Kt , 5 R—R 3 ch, etc.

2 R—R 2 ch   K—B 8

......Or K—Kt 6 ; 3 Kt—B 5 ch, K—B 5 ; 4 R—R 4 ch, K × Kt (B 4) ; 5 Kt—K 4 ch.

3 Kt—K 2 ch

Not good is 3 Kt—Q 4 ? because of .., Q—Q 3 ch and .., Q × Kt etc.

3   K—Kt 8 !
4 Kt × Q   K × R

......As the Pawn can be stopped only on his K R 6 square and as Black's King can reach the sixth rank, White must play in such a manner that White's King gets the opposition and has at the same time a Knight on K B 4. In such a way Black's King will be prevented from reaching the region of draws.

Wrong would be for example, 5 Kt—Q 4 ?, P—R 5 ; 6 Kt—B 1, P—R 6 ; 7 Kt—R 2, K—Kt 7 ; 8 K—Kt 5, K—B 6 ! and conditions necessary for a

win are not fulfilled. The Knight had to move to K B 4 ! (instead of Q 4 ?). It would have been possible to play 5 K—Kt 5, K—Kt 6 ; 6 Kt—K B 4 ! (now it is the only move !) etc.

(1) the presence of Black Pawns on the board, without which a win would be impossible, and (2) the favourable position of his Knight on Q 6.

No. 139
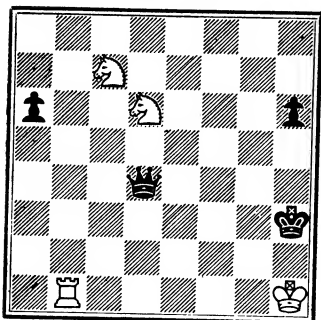
In the position of the diagram, as in the previous studies, a sequence of checks leads to a win.
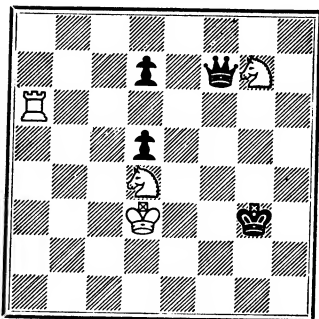
1 R—Kt 3 ch   K—Kt 5
2 R—Kt 3 ch !   K—R 4 !

......If Black accepted the sacrifice : K×R ; 3 Kt—B 5 ch !, K—B 5 ; 4 Kt×Q, K—K 4 ; 5 Kt—B 3 ch !, K—K 5 ; 6 K—Kt 2, P—K R 4 (P—Q R 4 ; 7 Kt—Q Kt 5, K—Q 6 ; 8 Kt—K 5 ch, K—K 5 ; 9 Kt—B 4) ; 7 Kt×P, P—R 5 ; 8 Kt—Kt 5 ch, and 9 Kt—R 3 ; or 5.., K—B 4 ; 6 K—Kt 2, P—K R 4 ; 7 Kt—Kt 1 !, P—Q R 4 ; 8 Kt—Kt 5 and 9 Kt—Q R 3 and the endgame is theoretically a win for White.

3 R—R 3 ch   K—Kt 3

......Or K—Kt 5 ; 5 R—R 4 ch !

4 R×P ch   K×R

......Or K—Kt 4 ; 5 Kt—K 6 ch.

5 Kt—B 5 ch, etc.

Sacrificing the Rook on Kt 3, R 4 and R 6 White utilises :

No. 140

1 R—K B 6 !

The sacrifice of the Rook is dictated by the necessity to curb the activity of Black's Queen.

1   Q—Kt 1 !

......The only retreat for the Queen.

2 Kt(Kt 7)—B 5ch K—R 7 (R 6)
3 R—R 6 ch   K—Kt 8

......Or K—Kt 5 ; 4 R—R 4 ch, K—Kt 4 ; 5 R—Kt 4 ch, etc.

4 Kt—K 2 ch   K—B 7

......If K—B 8 then mate in three moves.

5 Kt—K 3 !

This quiet move is decisive because of the undefendable threat R—B 6 ch ! and R—B 1 ch.

5   Q—Kt 4
           (Kt 2, Q 1)
6 R—B 6 ch !   Q×R
7 Kt—Kt 4 ch

And wins the Queen.
The sacrifice of the Queen is based on the same principles as the previous study.

No. 141
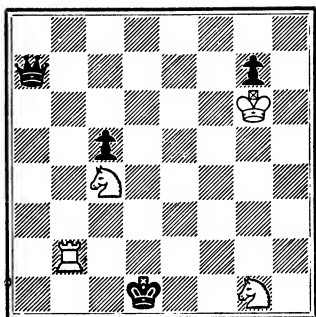
1 R—Q 2 ch

White's task is to drive Black's King into the bottom left hand corner.

1   K—B 8 !

......If K—K 8 ? then mate in two moves.

2 Kt—K 2 ch   K—Kt 8
3 R—Kt 2 ch   K—R 8
4 Kt—B 3 !   Q—Kt 3 ch
5 Kt × Q   K × R
6 Kt (B 3)–R 4 ch (or Kt–K 4)

And wins in the endgame two Knights against Pawn on K Kt 3.

No. 142

1 Kt—Q 7 ch

Driving the King into the corner.

1   K—Kt 2 !

2 R—Kt 2 ch   K—R 1

......Or Q—Kt 3 ; 3 R—Kt 3 ! (at once 3 R × Q ch is also permissible), K—R 1 ! (Q × R or P—R 4 ; 4 Kt—K 5, Q × R leads to an easier game) ; 4 R × Q, P × R ; 5 Kt—K 5 etc.

3 Kt—Q 6 !   Q—K 3 !

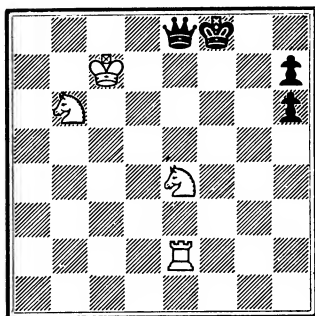......To retreat Black's Queen has three more squares : Q—K 2 ; 4 K—B 6 with the threat Kt—K 5 or 3.., Q—R 4 ; 4 R—Kt 8 ch (or Kt—B 6 threatening mate) or 3.., Q—Kt 3 ; 4 R × Q, P × R ; 5 Kt—K 5 and 6 Kt—K 4.

4 K—B 6 !

Planning 5 Kt—K 5 which threatens mate.

4   P—R 4 !

......Black's Queen is doomed to passivity. Beside 4.., Q—Kt 3 (Kt 1) ; 5 R × Q there is only one more possible continuation : 4.., Q—Kt 6 (K 2) ; 5 Kt—K 5 after which Black's Queen-checks do not save from mate. For example, 5.., Q—R 5 ch (Q—B 6 ch ; 6 K—Q 7 or Kt from Q 6—B 4) ; 6 K—B 7, Q—R 4 ch (Q—R 2 ch, 7 Kt—Kt 7) ; 7 K—Q 7, Q—R 5 (R 2) ch ; 8 K—K 6, Q—Kt 6 ch ; 9 K—B 6.

5 Kt—K 5   P—R 3 !

......That prevents the immediate mate but loses the Queen.

6 Kt—Kt 6 ch   K—Kt 1 !

......Or K—Kt 2 ; 7 Kt—B 4 dis ch, Q—Kt 5 ; 8 Kt × P ch.

7 Kt—B 4 dis ch   Q—Kt 5

......Continuing now 8 Kt—K 4, K—B 2 ; 9 R × Q, P × R ; 10 Kt—R 5 White will be able to stop the K R 3 Pawn. But the theory teaches that this will lead all the same to the endgame of two Knights against Pawn on K R 6 and as the King, should the Pawns advance, could now be arrested in the top right hand corner,
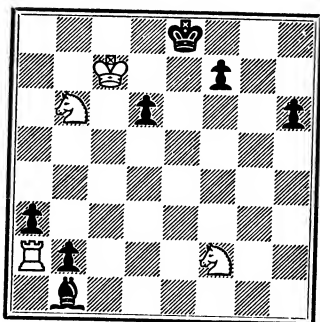
therefore White, to shorten the struggle, decides immediately to transpose into the endgame.

8 R×Q ch   P×R
9 Kt—R 5 and wins

If now for example, 9.., P—Kt 6; 10 Kt×P, P—R 4 then 11 K—Q 5, P—R 5 (if K moves; 12 K—K 6); 12 Kt—B 1, K—Kt 2; 13 K—K 6, K—Kt 3; 14 Kt—B 7 etc., if at any time .., P—R 6 then Kt—R 2.

This and the next study are of equal theoretical value. Both lead to the same finale.

No. 143

The solution of the present study comprises two parts: first comes the struggle of White's Rook against Black's Queen and Bishop and then after the exchange of these pieces follows the endgame of two Knights against Pawns. The first part has the character of combinative play, but the second part (representing the main theme of the study) is theoretical.

1 R×P   B—K 5 !

......As defence against 2 R—R 8 ch, K—K 2; 3 Kt—Q 5 ch, and 4 Kt—B 3, which would have stopped Black's Q Kt P.

2 R—K 3 !   P—Kt 8 (Q)
3 R×B ch   K—B 1 !

......If Q×R then 4 Kt×Q and White captures the Q P and will succeed in stopping the other two Pawns.

4 Kt—Q 7 ch   K—Kt 2
                            (Kt 1)
5 R—Kt 4 ch   Q—Kt 3 !

......Not so good was .., K—R 1 (K—R 2 ?, 6 Kt—B 6 ch and mate next move); 6 Kt—B 6, Q—B 8 ch; 7 K—Q 7, Q—Kt 4 ; 8 R×Q with and endgame two Knights against the Bishop's Pawn or the centre Pawn. Or 6.., Q—B 7 ch; 7 K—Q 8 !, Q—Kt 3 ; 8 R×Q, P×R; 9 K—K 7 (threatening 10 K—B 8 ! and mate in three moves), K—Kt 2 !; 10 Kt—K 8 ch, K—R 2 ! (K—Kt 1 ?, 11 Kt—K 4, 12 Kt (K 4)—B 6 ch and mate in three moves); 11 K—B 7, P—R 4 (preparing an escape for the King, which nevertheless does not prevent the mate in the corner); 12 Kt—R 3 (threatening 13 Kt—B 6 ch; 14 Kt—Kt 8 ch and mate in three moves), P—R 5 !; 13 Kt×P, K—R 3 !; 14 Kt—K 4, K—R 4 ; 15 Kt—B 6 ch, K—R 3 ; 16 Kt—Kt 4 ch, K—R 4 ; 17 Kt (Kt 4)—B 2, P—Kt 4 ; 18 K—B 6, P—Kt 5 ; 19 Kt—B 4 ch etc.

6 R×Q ch   P×R !

......Connecting the Pawns. If 6.., K×R; 7 K×P and Black cannot prevent White moving his Knights to R 3 and B 4.

7 K×P

Here begins the theoretical part of the study.

The author fears to tire the reader with a detailed analysis of this position. Such analysis will be given separately (in the second part of the book) in a special treatise " two Knights against Pawns."

Here the author is going to give only one variation, in which Black's King for the more successful advance of the Pawns is placed in front of these Pawns.

7   P—Kt 4
8 Kt—K 4 !   K—Kt 3
9 K—K 6   K—R 4

10 K—B 5	K—R 5
11 Kt (Q 7)—B 6	P—R 4
12 Kt(K 4)×P	K—Kt 6
13 Kt (B 6)—K 4 ch	
	K—Kt 7 !
14 Kt—K 6 !	P—R 5

......Black has advanced his Pawn to the limit square. One more move with the Pawn and Black is saved from the unconditional loss.

15 Kt—B 4 ch	K—R 7 !

...... Preventing the Knight from being placed on K R 3.
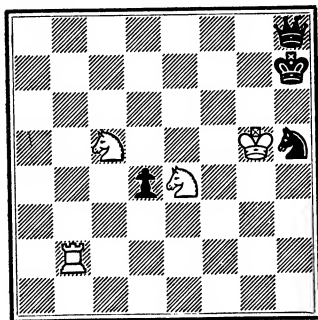
16 K—Kt 4	P—R 6 !

......After all the Pawn has moved over the limit square. But White is not discouraged yet. White's pieces are closely surrounding the King.

17 K—B 3	K—Kt 8
18 Kt—Kt 3	K—R 7

......Certainly not P— R 7 ? ? because of 19 Kt (B 4) —K 2 mate.

19 Kt (Kt 3)—K 2

And mate in four moves.

No. 144
Deutsche Schachzeitung, 1908

1 R—Kt 7 ch   K—Kt 1

......Or Q—Kt 2 ; 2 R× Q ch, Kt×R ; 3 Kt—B 6 ch and Black's King is in a mating net.

2 R—Kt 8 ch   K—Kt 2

3 R×Q

Not good is 3 Kt—K 6 ch ?, K—R 2 ; 4 R×Q ch, K×R ; 5 K×Kt, P—Q 6 (the only move ! otherwise mate in four moves) and draw. For example, 6 Kt—Q 2, K—R 2 ; 7 K— Kt 5, K—Kt 1 ! (again the only move ; if K—R 1 ?, 8 K—Kt 6 and mate in four moves) etc.

3   K×R

......Although White succeeded in exchanging his Rook for the Queen the position appears at the first glance to lead to a draw, for if now 4 K×Kt is a draw : two Knights against a Pawn on Q 6. But in this very interesting position White finds an unexpected combination, which leads to the endgame two Knights against a Pawn on Q 5.

4 Kt—Q 3 !

As Black's Knight is attacked and Black is losing time to save the Knight, White succeeds in winning a tempo to place his Knight on K 5, at the same time not allowing Black's Pawn to advance. Therefore 4 Kt— Q 7 ? would have been bad because of .., P—Q 6.

4   Kt—Kt 2

......Black cannot afford now the sacrifice of his Knight. Saving the Knight Black's King is locked up.

5 Kt—B 6

Black's King is imprisoned !

5   Kt—K 3 ch

6 K—R 6 !

Accurate play is of the greatest importance. 6 K— Kt 6 ? would lead to a draw : Kt—B 1 ch ; 7 K moves, Kt— Kt 3 !!
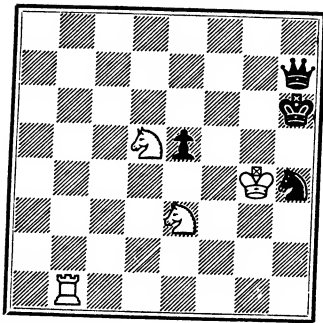
6   Kt—Kt 2

......To be able to reply on 7 Kt—K 5, with Kt—B 4 ch ; 8 K×Kt, Kt—Q 3.

|	
7 K—Kt 6 !	Kt—K 3
8 Kt—K 5	Kt—Q 1
9 K—R 6	

And mate next move.

No. 144a

In this slightly altered position with White's Knight on Q 5 and Black's Pawn on K 4 and all other pieces one square lower, Black loses because the Pawn blocks the square K 4 for the Knight.

1 R—Kt 6 ch, Q—Kt 3 ch ; 2 R×Q ch, Kt×R ; 3 Kt—B 5 ch, K—R 2 ; 4 Kt—B 6 ch, K—R 1 ; 5 K—Kt 5, Kt—B 5 (B 1) ; 6 K—R 6, Kt—K 3 ; 7 Kt—K 7 ! (Kt—Q 6 ?, Kt—Q 1 ! ; 8 Kt—B 4, Kt—B 3), Kt—B 5 (B 1) ; 8 Kt—B 6, Kt—Q 6 ; 9 Kt—Q 8 and mate next move.

No. 145
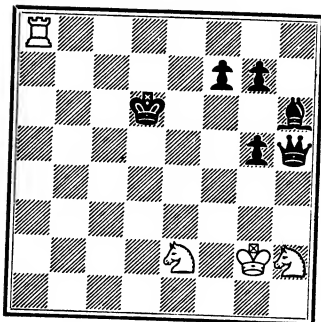
1 Kt—Kt 3   Q—Kt 3 !
...... With other replies White is left with Rook and Knight against Bishop and Pawns.

2 R—R 6 ch   K—K 4 !

3 R×Q   P×R
4 Kt—Kt 4 ch   K—B 5
5 K—R 3

In this exceptional position White wins, because Black has all diagonals closed and his King cannot reach the right hand border and is therefore mated in the top right hand corner !

White is always able to force Black's King to retreat in the direction of this corner (as explained in the special treatise), not permitting the King to the K Kt 2, K R 3, K R 4, K R 5 squares which would lead to a draw.

In the lower left hand corner position with White's King on B 2, Knight on B 4 and Black's King on Q R 7, after .., K—R 8, a mate cannot be achieved and only the Bishop is captured. For example, Kt (K Kt 4)—B 2, P—Kt 5 ; 2 Kt—K 4 !, B—Kt 4 ! ; 3 Kt×B, P—Kt 6 ; 4 Kt—K 3 with an endgame against the Pawn on K Kt 3. (Black's King marches into the middle of the board.) Therefore it is better to change the front (see the same treatise). Then with White's King on Q Kt 3, Knight on Q 3, and Black's King on Q Kt 8, after .., K—Q R 8 follows 1 Kt (K Kt 4)—K 3, 2 Kt—B 2 ch, 3 Kt—R 3 ch, and mate in two moves.

Consequently Black's King must avoid this corner and retreat to the top left hand corner.

But in this corner mate cannot be achieved at all, and only the Bishop can be won. After which again follows the endgame against the Pawn on K Kt 3.
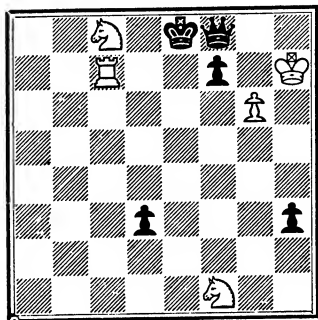
For example, in the position White's King on Q Kt 6, Knight on Q 6, and Black's King on Q Kt 1, after .., K—Q R 1 White continues : 1 Kt—B 8 !, K—Kt 1 ; 2 Kt—K 7, K—R 1 ; 3 Kt (Kt 4)—

K 5, P—Kt 5 ; 4 Kt—B 6, B—K 6 ch ; 5 K—R 6, B—Kt 4 ! ; 6 Kt—Q 5, B—Q 1 (forced) ; 7 Kt×B, K—Kt 1 etc.

The change of the front does not help either. In the position White's King on Q B 7, Knight Q B 5, and Black's King on Q R 2 after .., K—Q R 1 exactly the same mode of play would follow (echo).

But in the latter case the manœuvre of expulsion of the King from the corner can be used. After .., K—Q R 1 ; 1 K—Kt 6 !, K—R 1 ; 2 Kt—Q 7 ch, K—B 1 ! (otherwise it is mate in four moves) ; 3 K—B 6, K—Q 1 ; 4 Kt—Kt 6, K moves ; 5 K—Q 5. Thanks to the help of the stationary Knight on K Kt 4, which covers the square K B 6 Black's King is easily driven first to the K B file and after placing the free Knight on K 5 also into the top right hand corner. After that K—B 8, K—R 2 ; K—B 7, K—R 1 ; Kt×P ch, K—R 2 ; Kt (K Kt 4)—K 5, P—Kt 5 ; Kt—B 8 ch, and Kt (K 5)—Kt 6 mate. In this study the Knights produce the maximum of work.

2 K×Q   P—R 7 !
3 Kt×P   P—Q 7
4 Kt—Q 6 ch

White wants to shift his Knight to Q Kt 7 from where it commands the Q B 5 square.

4   K—Q 1
5 R—B 3

Making preparations to capture the prospective Queen.

5   P—Q 8 (Q)
6 Kt—Q Kt 7 ch

Certainly not Kt×P ch ? The absence of Black Pawns on the board would give Black a draw.

6   K—K 2
7 R—K 3 ch   K—Q 2
8 R—Q 3 ch   Q×R
9 Kt—B 5 ch

And wins the Queen.

9   K—Q 3
10 Kt×Q   P—B 4
11 Kt—B 3 !   any
12 Kt—B 2

No. 146

1 P—Kt 7   Q×P ch !

.....If Q—Kt 1 ch ; then 2 K×Q, P—R 7 ; 3 Kt×P P—Q 7 ; 4 K—R 7 etc.

No. 147
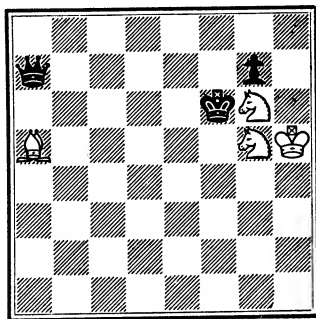
1 B—Q 8 ch   K—B 4
2 Kt—K 7 ch   K—B 5
3 B—B 7 ch   K—K 6
4 B—Kt 6 ch   Q×B
5 Kt—Q 5 ch

And wins the Queen.

No. 148

500 Endspielstudien

1 Kt—Kt 4

An interesting position has been created. Black's Queen cannot be saved in spite of 25 unobstructed squares available for retreat. (Domination.)

1		Q—R 5
		(Q 2, K 3)
2	Kt—Q 3 ch	K—K 5
3	Kt—Q B 5 ch	

And wins the Queen.

1		Q—B 1 (K 1)
2	Kt—Q 3 ch	K—K 5
3	Kt—Q 6 ch	

And wins the Queen.

1		Q—R 1 (Kt 2)
2	Kt—Q 3 ch	K—K 5
3	B—B 3 ch	

And wins the Queen.

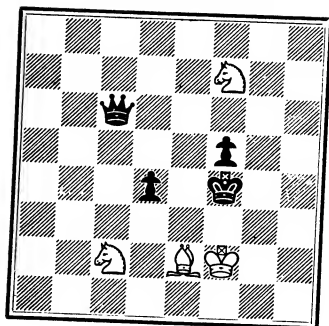| 1 | | Q—K Kt 3 |
2	Kt—Q 3 ch	Ǩ—K 5
3	B—B 3 ch	K×Kt
4	Kt—K 5 ch	

And wins the Queen.

1		Q—R 8
2	Kt—Q 3 ch	Ǩ—K 5
3	Kt—Ǩt 5 ch	K—Q 4
4	B—B 3 ch	

And wins the Queen.

No. 149
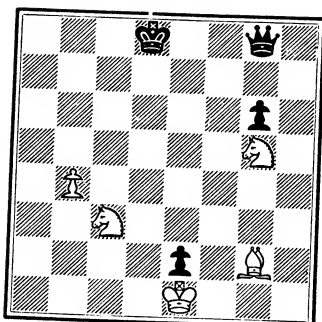
1	Kt—Q 5	Q—K 1 !
2	B—R 3 (domination)	
		Q—R 5 !

. . . . . .Or Q—B 3 (Kt 4) ; 3 Kt—B 7 ch, K—K 1 ; 4 B—Q 7 ch.

| 3 | Kt—B 7 ch | K—K 1 |
| 4 | B—Q 7 ch | |

And wins the Queen.
If 4 .., K×B ; then 5 Kt—Kt 6 ch, K—B 3 ; 6 Kt×Q, K—Kt 4 ; 7 Kt—Kt 6 ! (but not Kt—Kt 2 ?, K×P ; 8 Kt—K Kt 5, K—B 6 ! ; 9 Kt—R 4 ch, K—Q 6 ; 10 Kt—B 5 ch, K—Q 5 ; 11 Kt (B 5)—K 4 (K 6), K—K 6 draw). Now if 7 .., K×P ; 8 Kt—K Kt 5 !, but if 7 .., K×Kt ; 8 Kt—K 5, and if 7 .., P—Kt 4 ; 8 Kt—Q 5, K—B 5 ; 9 Kt—K 5 ch, K×Kt ; 10 Kt—Q 3.
Compare with No. 153.

No. 150

1 P—B 7	Q×P ch	13	K—Kt 2
2 K×Q	P—B 7	14 Kt—K 6	K—Kt 3
3 Kt—Kt 5 ch	K—B 3 !	15 Kt—B 7	K moves
		16 Kt—Q 5 etc.	

......Advancing towards the Bishop. If K—K 4 ; then 4 Kt—B 5, P—B 8 (Kt) ! ; 5 B×P and if K—Q 4 ; then 4 B×P ch, K—K 4 ! ; 5 Kt—B 5 etc.

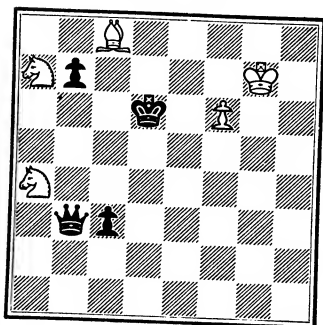|	
4 Kt—Q 4 ch	K—B 2
5 Kt×P	K×B

......Now Black is apparently sure not to lose as the Pawn cannot be stopped neither at Kt 2 nor at Kt 3. But the position represents an exceptional case ; White wins here also with the Pawn on Kt 4 and Kt 5.

And herein lies the theoretical value of the study.

6 Kt—Kt 4 !

With the threat 7 Kt—Kt 6 ch. Or if Black should have replied 6.., K—B 2 ? ; 7 Kt—Q 5 ch and 8 Kt—Kt 6.

6   P—Kt 4 !

......If P—Kt 3 ; then 7 Kt—B 3, P—Kt 4 ! ; 8 K—K 7, K moves ; 9 Kt (B 3)—Q 5 and Black's King is surrounded. Mate is achieved on the 17th move.

7 Kt—B 5	K—Q 1
8 K—B 8	

Black's King is imprisoned in the triangle Q 1—Q R 4—Q R 1—Q 1. That represents the maximum of space, which White is able to surround with the Pawn on Q Kt 4. Black's King can hurry along the diagonal to Q R 4, but he will not succeed in breaking through. For example :—
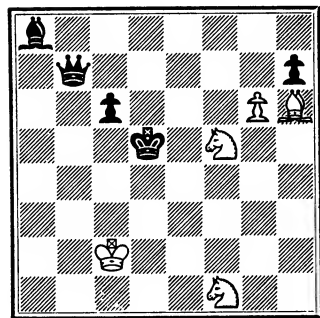
8	K—B 2
9 K—K 7	K—Kt 3
10 K—Q 6	K—R 4
11 Kt—B 6 ch	K—Kt 3
12 Kt—Kt 3 !	P—Kt 5 !
13 Kt (B 6)—Q 4	

Black's King is surrounded.

If 14.., K—Kt1, then 15 K—B 5, K—R 2 ; 16 K—B 6, etc. If 12.., K—Kt 2, then a possible reply is 13 K—Q 7, or 13 Kt (B 6)—Q 4 etc.

No. 151

1 P—Kt 7	Q—K B 2
	(Kt 1)
2 P—Kt 8 (Q) ch	Q×Q
3 Kt—K 7 ch	K—K 3 !
4 Kt×Q	K—B 2

Looking at the given position it seems to be impossible for White to win. Losing the Knight is like losing all hopes for victory. But in this apparently simple position is hidden an unexpected winning combination based on the unfavourable position of Black's King and Bishop.

5 Kt—Q 2 ! !

Only this move as will be seen later, is correct. Black has two modes of play :—

FIRST GAME

5	K×Kt
6 Kt—K 4 !	

Endeavouring to shut in either Black's King or Bishop depending on Black's reply.

Variation I

6   P—B 4

......If B—Kt 2 ; then 7 Kt—Q 6 with an easier game as in the text.

7   Kt—Q 6

Shutting in Black's King. Not good is Kt—Kt 5 ? Why— will be clear later.

White's plan will be to advance the King to K B 6 or K 7, to bring the Knight to K 7 or K B 6 and to mate with the Bishop.

Black has to manœuvre with his Bishop in such a manner as to hamper the movements of White's pieces and at the right moment to sacrifice his B P on having reached Q B 8, in order to extricate the King.

7   B—Kt 7

Or B moves (excepting to Q 4). If 7.., B—Q 4 ; 8 K—Q 3, B—Kt 3 ! ; 9 K—K 4, P—B 5 ; K—K 5 would shorten the game by one move.

Unsatisfactorily is also to advance the Pawn on the seventh move. 7.., P—B 5 ; 8 K—B 3, B—Q 4 ; 9 K—Q 4, B—K 3 ! ; 10 K—K 5. Compare with the tenth move in the text.

8   K—Q 3   B—Q 4

......Again it would shorten the game ; if 8.., B—B 8 ch ; 9 K—K 4, P—B 5 ; 10 K—K 5.

9   K—K 3   B—K 3 !

......The mate is not prevented by 9.., B—B 2 ? ; 10 K—K 4, P—B 5 ; 11 K—K 5 (or 11 K—Q 4, B—K 3 ; 12 K—K 5, as in the text), B—B 6 ; 12 K—B 6, B—Kt 3 ; 13 Kt—B 8, 14 Kt—K 7 ch and mate next move. Being on the diagonal Q B 1—K R 6 Black's Bishop would prevent White's Knight from moving to K B 5 or Q B 8.

10   K—K 4   P—B 5 !

11   K—K 5   B—R 6 !

......Worse is B—Q 2 ? As White after bringing his King to K 7 would win an important tempo through this attack on the Bishop. For example, 12 K—B 6, P—B 6 ; 13 K—K 7, B—B 3 ! (preventing the Knight from reaching K B 6) ; 14 K—K 6 (to bring the Knight to K 7), P—B 7 ; 15 Kt—K B 5 or Q B 8, P—B 8 (Q) ; 16 Kt—K 7 ch, K—R 1 ; 17 B × Q, and Black has not time to extricate his King out of the mating net as his Bishop is *en prise.*

Still, in this variation White had another continuation : 13 Kt—K 4, P—B 7 ; 14 K—K 7, P—B 8 (Q) ; 15 Kt—B 6 ch, K—R 1 ; 16 B × Q.

Therefore 11.., B—Q 2 ? leads Black to unavoidable loss.

Also not good is 11.., B—Kt 5, as the Bishop will be attacked as soon as White's Knight moves to K B 6 with check.

So, evidently one must come to the conclusion that the move 11.., B—R 6 ! is the very best.

12   K—B 6   P—B 6
13   K—K 7 !

Threatening mate in four moves, which can be prevented only by Queening the Pawn.

13   P—B 7
14   Kt—K 4 (K 8)   P—B 8 (Q)
15   Kt—B 6 ch   K—R 1
16   B × Q   K—Kt 2

......It seems as if Black's King escapes safely from the mating net. This move would not be possible if Black's Bishop had moved to K Kt 5 (see note to the eleventh move.)

17   Kt—R 5 ch

Alas, after all Black's Bishop has not found a safe retreat !

17 K—Kt 3

......Or K—R 1 ; 18 B—R 6 and the King is imprisoned again.

18 Kt—B 4 ch

And wins the Bishop.

Now after the whole variation has been analysed it becomes clear why 7 Kt—Kt 5? was not good. Black could easily refute this move, when White's King goes to K B 6, K 7 in moving his Bishop to Q 4.

VARIATION II

6 K—B 2

......Extricating his King. But in that case the Bishop is shut in.

7 Kt—B 5 K—Kt 3

......It is useless for Black's King to move towards his Bishop as White's Bishop would not allow him to reach the Q Kt 1 square. Therefore Black tries to base his combination on advancing his K R P with the idea of forcing White's King to move to the King's side when Black's King will work round to the Q R 2 square. But White succeeds in refuting this plan. There is for example, the following possible variation :—

8 B—B 8	P—R 4
9 K—Q 2	K—B 4
10 B—Q 6	K—Kt 5
11 K—K 2	P—R 5
12 K—B 2	

And wins the Pawn.

Or 8.., K—B 4 ; 9 B—Q 6, K—Kt 5 ; 10 K—Q 2, K—B 6 ; 11 K—K 1, K—Kt 7 (K—K 6, 12 B—K 5) ; 12 K—K 2, P—R 4 ; 13 B—K 7 !, K—Kt 6 ; 14 K—B 1, and if P—R 5 ; then 15 K—Kt 1, P—R 6 ; 16 B—Q 6 ch, K—B 6 ; 17 B—K 5 etc.

Black's Bishop will be lost as a result of the King's marching to the Q Kt 3 square.

SECOND GAME

5 P—B 4

6 Kt—B 4

To follow with 7 Kt—Q 6 making the position similar to the one in the first game.

6 B—Q 4 !

......With any other move White manages to retain all his three pieces. For example, 6.., B—K 5 ch ; 7 K—K 3, any move ; 8 Kt—Q 6 ch and if K—Kt 3 (K 3) then 9 B—B 4 etc.

7 Kt—Q 6 ch

But not Kt—K 5 ch ? That would permit White to retain the Bishop, but after 7.., K × Kt mate could no longer be enforced. For example, 8 K—Q 3, P—B 5 ch ; 9 K—Q 4, B—B 2 ; 10 K—K 4, B—K 3 ; 11 K—B 4, P—B 6 ; 12 K—Kt 5, P—B 7 ; 13 K—B 6, B—Q 4 ; 14 K—K 7, P—B 8 (Q) etc. Or 10 K—B 5, P—B 6 ; 11 K—Q 6, B—Kt 6 ; 12 K—K 7, P—B 7 ; 13 Kt—Kt 4 (13 K—B 6, P—B 8 (Q)), P—B 8 (Q) ; 14 Kt—B 6 ch, K—R 1 ; 15 B × Q, K—Kt 2 draw.

7 K—Kt 3

8 Kt—K 7 ch K × B

9 Kt × B

This results in a curious endgame two Knights against a K R P and a Q B P which must be played with circumspection.

9 K—Kt 4 !

......On 9.., P—B 5 would follow 10 Kt—K 4, any move ; 11 Kt—B 2 ! and White cannot be prevented from placing his Knights one on K R 3 and the other on K B 4. But it would have been wrong for White to play either 10 Kt × P ? or 10 K—B 3 ? In the first case Black's K R P would have advanced to R 6, and in the latter case Black's K R P could not be captured without letting Black's King reach the bottom right hand corner (K R 8).

10 Kt—Q B 4 !

> White succeeds in capturing the K R P without capturing the Knight on Q B 4 of protection should he be attacked. For example :—

10	P—R 4
11 K—Q 2	P—R 5
12 K—K 2	K—Kt 5
13 K—B 2	P—R 6 !
14 Kt(Q5)–K3ch	K—B 5
15 K—B 1	

> The struggle for the opposition.

15	K—Kt 4
16 K—Kt 1	K—R 5

> If K—B 5 or R 4 ; then 17 K—R 2 etc. The variations are comparatively simple.

17 K—B 2	K—R 4
18 K—B 3 etc.	

> ......If Black's King goes in front of his K R P he is mated in the bottom right hand corner (K R 8).
> A very instructive study! The fifth move opens a sequence of very fine moves for both sides.
> The second game contains combinative moments together with a struggle of two Knights against two Pawns, which are of theoretical value. Transposing the second and third moves has no appreciable result.

1 P—Kt 7	Q—K B 2
2 Kt—K 7 ch	K—Q 3
3 P—Kt 8 (Q)	K × Kt !
4 Q—Kt 5 ch	

> Or 4 B—Kt 5 ch, K—K 3 ; 5 Q—B 8 ch, K—K 4 ; 6 Q—Kt 8 ch, K—B 4 ;

4	K—Q 2
5 Q—Kt 4 ch	Q—K 3
6 Q—Kt 7 ch	Q—K 2
7 Q—Q 4 ch	Q—Q 3
8 Q—R 7 ch	K—K 3

> ......And if now 9 Q × B ? then .., Q—B 4 ch winning back a piece.

No. 152
Shahmatni Shurnal, 1896
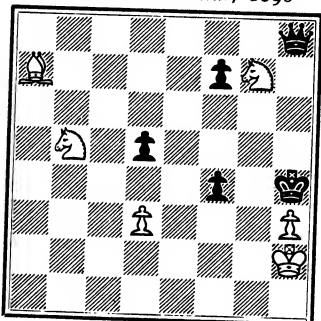
If Black's Queen had been placed on Q 1 the move 1 Kt—Q 4 would be immediately decisive. (See the fourth text-move.) The following manœuvre of the Bishop enforces this position.

1 B—Q 4

> If now Black plays .., K—Kt 4 or Q—R 3 the Queen is at once lost by 2 Kt—K 6 (or B 5) ch. But as the other Knight cannot move to Q 4 which square is taken up now by the Bishop, Black is saved from mate.

1   Q—Q 1 !

> ......Now White has to remove the hindering Bishop from Q 4 so as not to spoil the position.

2 B—B 2 ch	K—Kt 4
3 B—R 4 ch !	K × B

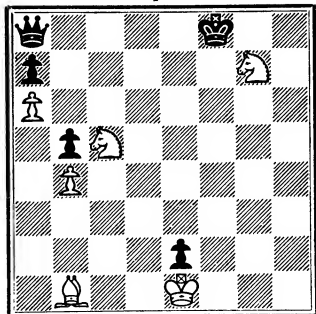> ......Black's King has returned to his previous square and the Knight's move is decisive.

4 Kt—Q 4 !	K—Kt 4

> ......Preventing the mate but losing the Queen.

5 Kt (Kt7)—K 6 ch	
6	P × Kt
6 Kt × P ch etc.	

> Comparing this study with No. 206 Knight and Bishop have changed their roles. Here the Bishop hinders the Knight instead of the Knight the Bishop.

No. 153
500 Endspielstudien

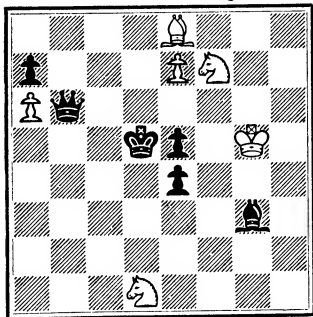
1 B—K 4   Q—B 1
2 Kt—B 5   Q—K 1
3 B—Q 5   Q—Kt 3 !

.......Or Q—R 4 ; 4 Kt—Q 7 ch and 5 Kt—B 6 ch ; or Q—B 1 ; 4 Kt—K 6 ch etc.

4 Kt—Q 7 ch   K—K 1
5 B—B 7 ch

And wins the Queen. Compare with No. 149.

No. 154
Deutsche Schachzeitung, 1910

1 B—R 4 !

If moved to Q 7 will be attacked by Black's Queen. (See third move).

1   B—R 5 ch !

Sacrificing the Bishop Black will be able to capture White's Pawn on K 7.

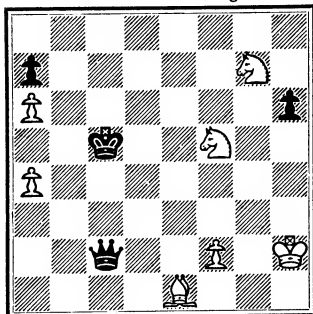2 K × B   Q—B 3 ch

3 Kt—Kt 5 !   Q × K P

.......Having finished with the K P Black apparently has freed himself of all troubles. But not for long !

4 Kt—K 3 ch   K—B 4
5 K—R 5 ! !

A position has been created in which Black is in *Zugzwang* ! Any move loses the Queen. Compare with Nos. 149, 153

No. 155
Deutsche Schachzeitung, 1912

White with a few checks drives Black's King to the edge of the board and creates a mating net.

1 Kt—K 6 ch   K—Kt 3 !

.......If the King retreats to any other square the Queen is lost.

2 P—R 5 ch   K × P

.......See the previous note.

3 Kt—Q 6 !

Entirely shutting in Black's King and forcing the Queen to guard the Q B 2 and Q B 4 squares on which immediate mate is threatened. Compare with the position in No. 228 after 3 Kt × P.

3   P—R 4 !

.......Black cannot play at once .., Q—B 3 because of White's simple reply 4 B—Kt 4 ! Therefore Black intends at first to advance his Pawn to K R 6 with the idea of threatening mate after having moved the Q to Q B 3.

4 B—Q 2

Being in *Zugzwang* White saves himself by sacrificing the Bishop. Clearly not B—Kt 4 because of .., Q×P ch. Any move with the King is followed by a check with Black's Queen.

4   P—R 5

......If .., Q×B the Queen is lost by a subsequent check with the Knight.

5 B—K 1

Again the only move.

5   P—R 6
6 B—Q 2

And now Black is forced to move.

6   Q—B 3
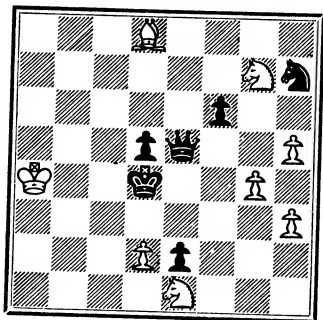
......The long prepared move.

7 Kt—K 4 ! !

Black is now in *Zugzwang*. For example, 7 .., Q—B 5 (B 1); 8 Kt (K 6)—B 4 ch and 9 Kt—Q 6 ch; or 7 .., Q—B 7; 8 Kt (K 4)—B 5 ch and 9 Kt—Q 4 ch.

On the basis of mutual *Zugzwang* a strenuous struggle of White's three minor pieces with Black's Queen.

No. 156

Deutsche Schachzeitung, 1910

Black's position appears to be quite free, but already after White's opening move it becomes clear that Black is helpless against the pressure of his opponent's minor pieces.

1 B—B 7 !   Q—K 5 !

......Black's Queen has no other satisfactory retreat.

2 B—Q 6 !   Q—R 8

......Black has other defences against the threat 3 Kt—B 5 ch, 4 P—Q 3 ch, which will be analysed later.

3 Kt—B 5 ch

As will be seen later the Knight has quite a lot of work to do.

3   K—B 5

4—10 Kt—K 3 ch, B 2 ch, R 3 ch, Kt 5 ch, B 3 ch, ×P ch, Kt 3 ch, and wins the Queen.

2   Q—Kt 8
3 Kt—B 5 ch

And here the tireless Knight also settles the matter.

3   K—B 5

4—6 Kt—K 3 ch, B 2 ch, R 3 ch and wins the Queen. Or 3 .., K—K 5; 4 Kt—Kt 3 ch (P—Q 3 ch), K—Q 5; 5 Kt×P ch, K—B 5; 6 P—Q 3 ch.

2   Kt—Kt 4
3 Kt—B 5 ch   K—B 5

......Or Q×Kt; 4 P×Q, Kt×P?; 5 B—B 4 ! !

4 Kt—K 3 ch   K—Q 5

......Or Q×Kt; 5 P×Q, Kt×P; 6 B—B 4 !

5 Kt—B 2 ch   K—B 5
6 P—Q 3 ch and wins

For example, Q×P; 7 Kt×Q, K×Kt; 8 Kt—K 1 ch, K—K 5; 9 P—R 6, and if 9 .., Kt—R 2; 10 P—R 4 etc.; if 9 .., Kt—B 2; 10 P—R 7 with the threat 11 P—R 4; and if 9 .., P—B 4; 10 P—R 4, Kt—B 2 (R 2); 11 P—Kt 5 etc.

1   Q × B
2 Kt—K 6 ch and wins

> For example, 2 .., K—K 5 ;
> 3 Kt × Q, P—Q 5 ; 4 K—Kt 4,
> K—B 5 ; 5 Kt—Q 5 ch, K—
> Kt 6 ? ; 6 P—R 6, K—B 7
> (K × P ? ?, 7 Kt × P !) ; 7 Kt—
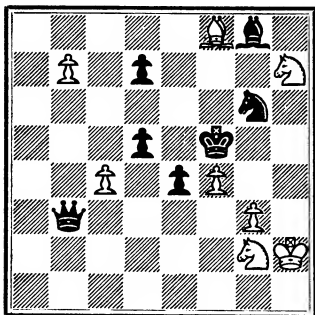> Q 3 ch, and 8 Kt × P !

------

1   Q—Kt 4
2 Kt—K 6 ch K—K 5
3 Kt × Q and must win

> For example, 3 .., Kt × Kt ;
> 4 P—R 6, Kt—R 2 ; 5 P—
> R 4 or 4 .., Kt—B 2 ; 5 P—
> R 7 or 3 .., P × Kt ; 4 K—Kt 4
> etc.
>
> This study is composed
> entirely on the play of the
> Knight zigzagging over the
> whole board from K Kt 7 to
> K Kt 3 over Q R 3 and Q Kt 5.
> Compare No. 229.

No. 157

Deutsche Schachzeitung, 1907

1 P—Kt 8(Q)!

> Driving Black's Queen away
> to obtain command of the K 3
> square. Not winning is 1 Kt—
> K 3 ch, Q × Kt ; 2 P—Kt 8 (Q)
> because of 2 .., Q—B 7 ch with
> perpetual check or Black
> equalises the game Kt × P ch,
> etc.

1   Q × Q

> . . . . . . Should Black not take
> the Queen a very strong attack
> would follow. For example,
> 1 .., Q—Q B 6 ; 2 B—Kt 4, Q—

Kt 2 (R 1) ; 3 Kt—K 3 ch etc.
Or 1 .., Q—Q 6 ; 2 K—R 3,
B × Kt ; 3 Kt—R 4 ch, K—
B 3 (K 3) ; 4 Q—Q 6 ch, K—
B 2 ; 5 Kt × Kt, and from the
following checks White King
advances to K Kt 5. If 1 ..,
Q—K B 6 ? then 2 Kt—R 4 ch
etc.

2 Kt—K 3 ch K—K 3
3 Kt—Kt 5 ch

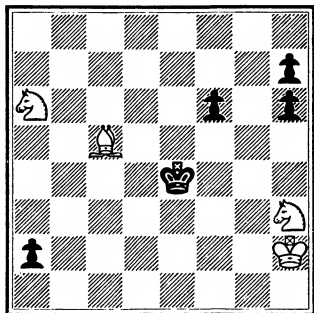> And wins the Queen by a
> sequence of checks with the
> Knights.

3   K—B 3

> 4—10 Kt—Kt 4 ch, R 6 ch,
> × B ch, R 6 ch, Kt 4 ch, K 3 ch
> × P ch.
>
> 11—13 Kt—K 3 ch, Kt 4 ch,
> R 6 ch.

14 Kt × P ch   K—K 3
15 Kt—Q B 5 ch K—B 3
16 Kt × P ch

No. 158

Deutsche Schachzeitung, 1914

To win White must prevent Black's
Pawn from Queening. Consequently
the primary task is to bring the
Bishop on the long diagonal Q R 1—
K R 8.

1 Kt—B 2 ch K—K 4

> . . . . . . If K—Q 4 ; then 2
> Kt—Kt 4 ch, and 3 Kt × P with
> a won endgame.

2 Kt—Kt 4 ch K—K 5

3 Kt × P ch

Capturing the K B P White opens the long diagonal for his Bishop.

3   K—K 4
4 Kt—Kt 4 ch   K—K 5
5 Kt—B 2 ch

The Knight has done his share and has returned to his starting square commanding the K 4 square.

5   K—K 4
6 B—B 8 !

The absence of Black's K B P gives White the possibility of this strong move.

6   K—B 3

......Apparently preventing White from obtaining command of the long diagonal.
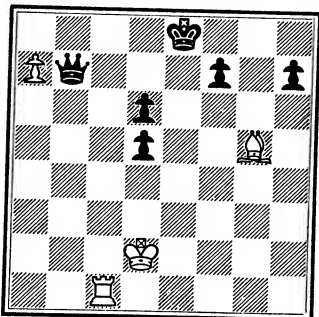
7 B—Kt 4 !

The position of Black's King being on his K B 3 square opens for White a new possibility—the sacrifice of the Bishop for the Queen.

7   P—R 8 (Q)
8 B—B 3 ch   Q × B
9 Kt—K 4 ch and wins

The fact of Black's King being forced to guard Q 5 square is utilised by White for the introductory manœuvre with the Knight.

No. 159

Trudovaia Pravda, 1925

1 R—Q Kt 1 !

By offering the important Pawn or the Rook White lures Black's Queen to an unfavourable square. If 1 R—K 1 ch, K—Q 2 ! ; 2 R—K 7 ch, K—B 3 and draw.
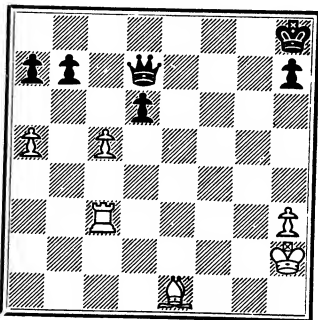
1   Q × P
2 R—K 1 ch

Now this move is correct, as Black's King will be unable to protect his Queen.

2   K—Q 2
3 R—K 7 ch

And wins the Queen.

No. 160

The unfavourable position of Black's King and Queen allow White to exchange pieces on K Kt 7 and subsequently to Queen his QBP.

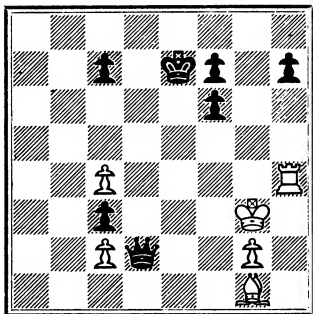1 R—K Kt 3   P—Q 4 !

......The threat is 2 B—B 3 ch.

2 B—B 2

If 2 R—Kt 4 ? (to provide for P—R 4 ; 3 B—B 3 ch, P—Q 5 ; 4 B × P ch), Q—B 2 ch ; 3 K—R 1 (Kt 2), P—Q 5 ; 4 B—B 2, Q—B 3 ch ; 5 K—Kt 1, P—R 4 and Black retains his Queen.

2   P—Q 5 !
3 R—Kt 4   Q—B 2 ch
4 K—Kt 1

The only move ! To prevent Black's Queen from quitting the seventh rank.

4   P—R 4
5   B×P ch   K—R 2
6   R—Kt 7 ch   Q×R ch
7   B×Q   K×B
8   P—R 6 etc.

No. 161

1   R—K 4 ch

If B—B 5 ch ? then K—K 3.

1   K—B 1

2   B—K 3

Threatening B—R 6 ch. Again useless is here 2 B—B 5 ch ?, K—Kt 2 ; 3 R—Kt 4 ch, K moves.

2   Q—Q 3 ch !

......If Q—K 8 ch ? ; 3 K—R 2, K—Kt 1 ; 4 R—K 8 ch and 5 B—R 6 ch.

3   B—B 4   Q—B 3 !

......Defending both squares K 1 and K B 3. If Q—Q 2 (Q 1) ; then 4 B—R 6 ch, 5 R—Kt 4 ch, 6 B—Kt 7 ch, 7 B×P dis ch and 8 R—Q 4.

4   B—R 6 ch   K—Kt 1
5   R—Q 4 !

Forcing Black's Queen to relinquish the command of the K B 3 square.

5   Q—R 1 !

......About .., Q—K 1 see note to the ninth move.

6   R—Kt 4 ch   K—R 1
7   B—Kt 7 ch   K—Kt 1

8   B×P dis ch   K—B 1
9   R—Q 4

This move would not have been possible with Black's Queen on K 1 because Black could then reply Q—K 6 ch ! On the other hand White would have played instead of the text-move 9 B—Kt 7 ch, K—Kt 1 ; 10 B×P dis ch, K—B 1 ; 11 B—Kt 4 ch, etc.

9   K—K 1 !

Now after the text-move 10 R—Q 8 ch would be in favour of Black. White's King must capture the K R P and attack the K B P. Then after the exchange on Q 8 White's King captures the K B P and Queens his K Kt P.

10   P—B 5 !

White's King cannot advance at once. For example, 10 K—R 4 ?, P—B 4 ! ; 11 R—Q 5, Q—Kt 1 (threatening Q—Kt 3)

10   P—B 3
11   K—R 4   Q—Kt 1
12   R—Q 6   Q—B 1
13   P—Kt 4

And Black cannot prevent White's King from marching to K Kt 7.
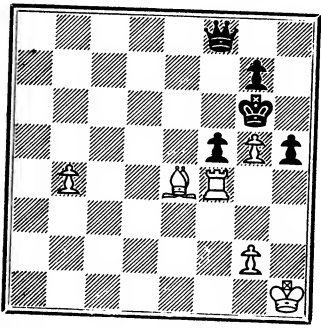
No. 162
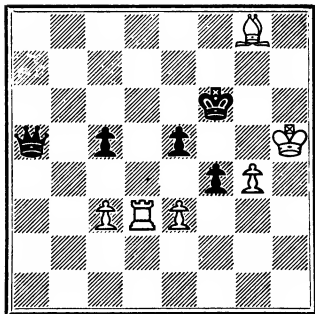
This natural position allows a combination with the sacrifice of the Rook.

1   R—Q 7

Threatening R—B 7 ch and R—Q R 7 dis ch.

1   Q×P !

......If.., P—K 5; then 2 P—Kt 5 ch and 3 R—Q 5 mate.

2 P—Kt 5 ch   K—B 4
3 R—Q 3 !

Threatening a beautiful mate 4 P—K 4 ch and 5 B—R 7 mate.

3   Q×R
4 B—R 7 ch and wins

No. 163

Wiener Schachzeitung, 1912.

Black has the material advantage, but the cramped position of Black's King allows White an interesting combination with discovered check.

1 B—B 2 !

The immediate 1 R×P is not good because Black would not reply Q×R but Q×P ! thus precluding the danger of the discovered check. The retreat of White's Bishop forces Black's Queen to move from the diagonal K B 1/Q R 6 to the diagonal K Kt 1/Q R 7.

1   Q—Kt 1
       (B 2, Q R 1)

......Intending with the next move to attack White's Bishop and subsequently to capture it, making the discovered check harmless.

2 R×P   Q—R 7 !
3 B—K 4 !

Returning to its first place, the Bishop lures Black's Queen to a fatal square.

3   Q—B 5 (K 7)
4 R—K 5 dis ch K—B 2
5 B—Q 5 ch

And wins the Queen.

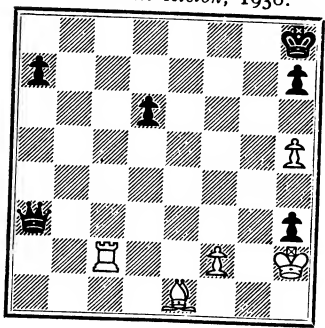1   K×P

......Leads to a Pawn endgame lost for Black.

2 R×P ch   Q×R
3 B×Q   K×B
4 K—R 2, etc.

White's plan could not succeed had he played with the first move B—Kt 1 or Q 3. Black would have replied ... Q—Q R 1 ! and if now 2 R×P then Q—R 8 (R 6); 3 B—K 4, Q—Q 5 or Q×P.

To a draw leads 1 P—Kt 5 ?, Q—B 4 !; 2 R×P, Q—Kt 5, Q 5 or K 6.

No. 164

Shahmatni Listok, 1930.

1 R—B 3   Q—R 5 !

......Black's Queen retreats retaining command over the Q 5 square. If Q—R 8 (R 4, Kt 7, Kt 5) then 2 R—R 8 ch and 3 B—B 3 ch, and if Q—R 7 (R 3) then 2 R—K Kt 3, P—R 3; 3 B—B 3 ch, 4 R—Kt 7 ch and 5 R×P dis ch.

2 R—Kt 3 !   P—Q 4 !

 ......If P—R 3 ; then 3 B—B 3 ch, K—R 2 ; 4 R—Kt 7 ch and 5 R—Kt 4 dis ch. winning the Queen.

3 B—B 3 ch   P—Q 5
4 R—Kt 4

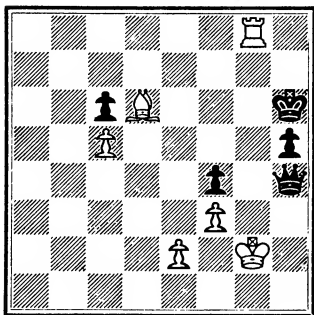 (Compare with the position in No. 44 after the sixth move.)

4   P—K R 3
5 R×P !

 If B×P ch ? then K—R 2 ; 6 R—Kt 7 ch, K—R 1 ; 7 B—K 5, Q—K 5 !, etc.

 But after the text-move Black has no defence against the threat 6 R—Q 8 ch and 7 R—R 8 mate.

No. 165

Deutsche Schachzeitung, 1907.

Black's King and Queen are in a cramped position. White's opening moves still more increase the advantage in space.

1 B—B 8 ch   K—R 2
2 R—Kt 7 ch   K—R 1
3 B—K 7 !

 Intending to bring the Bishop on the long diagonal Q R 1/ K R 8 and to threaten discovered check.

3   Q—K 8
4 B—B 6

 Threatening K—R 2 and R—Kt 1 dis ch.

4   Q×P ch !

 ......An attempt at active play. Not so good would have been 4.., Q—Q B 8 ; 5 K—R 2 !, Q—Q B 7 ; 6 K—R 1 ! Q—B 5 ; 7 P—K 4 ! and Black being in *Zugzwang* must lose the Queen.

5 K—R 1 !

 The only retreat, where White's King need not fear checks. If 5 K—Kt 1 obviously follows .., Q—K 8 ch ; and if 5 K—R 3, then Q—K 3 ch !

5   Q—K 3 !

 ......Winning a tempo. If Black plays at once .., Q—B 5 then 6 B—R 1 ! which drives Black's Queen out of her hiding place. It is curious, that with Black's Queen on Q B 5 it would be a mistake on White's part to play 6 K—R 2 (instead of 6 B—R 1) as .., Q—R 3 ; 7 B—Q 4, Q—B 5 ; and now White cannot play 8 B—R 1 ? because of .., Q—R 7 ch. On the other hand Black cannot play 5.., Q×P ch (instead of Q—K 3) because of the reply 6 K—R 2 ! and Black's Queen has nowhere to hide.
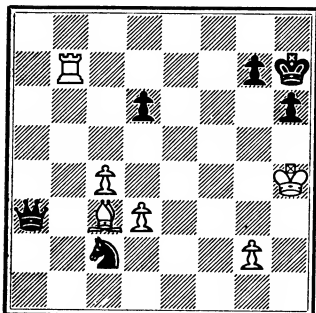
6 B—Q 4

 With this move White starts a Bishop manœuvre, the three-fold repetition of which, puts Black into *Zugzwang*.

6   Q—B 5 !
7 B—R 1   P—R 5
8 B—B 6   Q—K 3
9 B—Q 4   Q—B 5
10 B—R 1   P—R 6
11 B—B 6   Q—K 3
12 B—Q 4   Q—B 5
13 B—R 1   P—R 7
14 B—B 6   Q—K 3
15 B—Q 4   Q—B 5
16 B—R 1

 And Black's Queen because of *Zugzwang* is forced to move into danger.

No. 166
Shahmatni Listok, 1925.

As in the previous study the awkward position of Black's King is White's trump card.

1 B—Kt 2 !

An unavoidable preparatory move to prevent Black's Queen from reaching the Q B 1 square. If at once 1 R×P ch ?, K—R 1 ; 2 B—B 6, Q—Q B 8 ! and the discovered check is harmless.

1	Q—R 7 !
2 R×P ch	K—R 1
3 B—B 6	

Certainly not 3 B—B 3 ? Q—R 6 ! ; 4 B—B 6, Q—Q B 8 !

| 3 | Kt—R 6 ! |

......Covering the Queen against the attack by White's Rook. But now the Queen comes into a new danger. The Knight cramps the movement of the Queen and White succeeds in shutting in the Queen.

Bad would have been 3.., Q—R 6 ; 4 R—R 7 dis ch, K—Kt 1 ; 5 R×Q, Kt×R ; 6 B—K 7 etc.

4 R—Kt 7 dis ch K—Kt 1
5 R—Kt 2 !

Unexpectedly Black's Queen is placed in just the same deplorable position in which Black's King has been.
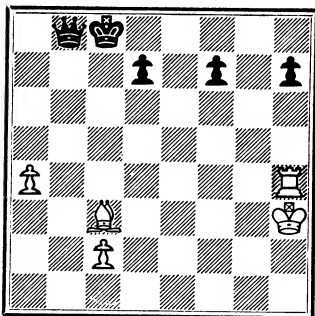
| 5 | Q—R 8 |

6 R—Kt 8 ch
And wins the Queen.

1	Q—Kt 5
2 R×P ch !	K—R 1
3 R—Kt 7 dis ch	K—Kt 1
4 R×Q	Kt×R
5 B—R 3	

And White wins easily. For example, 5.., Kt×P ; 6 B×P, Kt—B 7 ; 7 P—B 5, Kt—K 5 ; 8 K—R 5, K—R 2 ; 9 B—K 7, Kt—B 6 ; 10 P—B 6, Kt—Q 4 ; 11 B—Q 8 etc. Or 6.., K—B 2 ; 7 K—R 5, K—K 3 ; 8 P—B 5, any move ; 9 K×P etc.

1	Q—B 4
2 R×P ch	K—R 1
3 R—Kt 5 dis ch	K—R 2
4 R×Q	P×R
5 B—B 3 and wins	

For example, 5.., Kt—K 6 ; 6 K—Kt 3, K—Kt 3 ; 7 K—B 3, Kt—B 4 ; 8 K—K 4 and Black loses the Q B P.

No. 167

1 R—B 4 ch	K—Q 1 !
2 B—B 6 ch	K—K 1
3 R—K 4 ch	K—B 1
4 B—K 7 ch	K—Kt 2 !
5 R—Kt 4 ch	K—R 3
6 B—Kt 5 ch	K—R 4
7 B—B 4	Q—Kt 5

......It is necessary to preclude the dangers of discovered check.

8 R—Kt 5 ch K—R 3

9 B—B 1   Q—Kt 8 !
10 R—Kt 1 dis ch K—R 4
11 B—K 3

> The Bishop is saved from the persecution of Black's Queen.

11   Q—R 7

> ......The Queen is forced from active defence to passive defence. Q R 7 is the only square on which the Queen is protected from the attack of White's Rook after the discovered check.
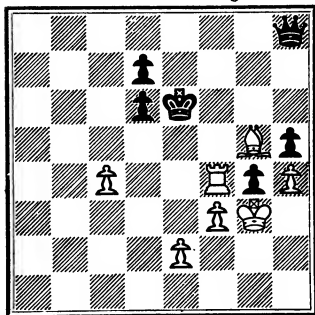
12 R—Kt 5 ch   K—R 3
13 K—R 4

> Creating a mating net. The advance of the Q R P is refuted by the advance of Black's KBP.

13   Q—R 6
14 R—Kt 3 ch

> And wins the Queen.

No. 168
Deutsche Schachzeitung, 1910

If White manages to exchange his two pieces for Black's Queen, White wins the ensuing Pawn endgame.

1 R—B 6 ch   K—K 4 !
2 B—B 1   Q—Q Kt 1 !

> ......If .., K—Q 5 ; 3 B—Kt 2 ch, K—K 6 ; 4 R—K 6 ch, P×R ; 5 B×Q. If .., P—Q 4 ; 3 B—Kt 2 ch, P—Q 5 ; 4 P—K 3, Q×R ; 5 B×P ch.
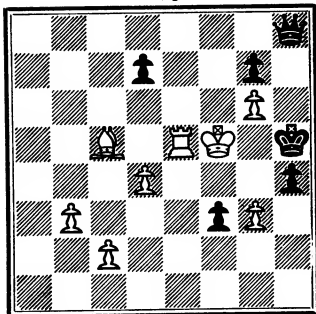
3 R×P !

> Second sacrifice ! The threat is 4 B—B 4 ch and 5 P—K 4 mate.

3   Q—K B 1

> ......If .., K—B 4 ; 4 P—K 4 ch and 5 B—B 4 mate.

4 B—Kt 2 ch   K×R
5 B—R 3 ch

> And wins the Queen.

No. 169
1895

1 P—Kt 4 ch

> If 1 K—B 4 dis ch ?, K×P ; 2 K×P, P—R 6 ; 3 R—K 1, Q—R 1 ch etc. Or if 1 R—K 4 ?, P×P ; 2 B—K 7, Q—B 1 ch ; 3 B×Q, P—B 7 ; 4 R—B 4, P—Kt 7 etc.

1   K—R 3
2 P—Q 4 !

> As will be seen later this move is very essential ; it prevents Black from checking on the fifth move .., Q—R 4 ch or .., Q—K 3 ch.

2   Q—B 1 ch !

> ......The idea of this move is to force the Bishop off the diagonal on which he could mate with the next move. B—K 3 mate.
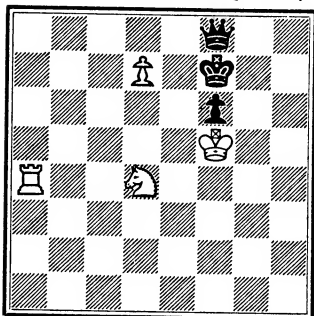
3 B×Q   P—B 7
4 R—K 1 !

> In his turn White deflects Black's Pawn from the K B file to the K file. At the same time White gains a tempo and is able to bring his Bishop into play.

4   P×R
                (Q or Kt)

5 B—Q 6   Q (Kt)
                 moves (ch)

6 B—B 4 ch   Q (Kt) × B
                 (ch)

7 K × Q (Kt) and wins

No. 170

Deutsche Schachzeitung, 1914

1 R—R 7

Threatening 2 P—Q 8 (Q) dis ch, the only move to win. For example, 1 Kt—B 6, Q—R 3; 2 P—Q 8 (Q), Q—R 4 ch and after loss of the Rook White cannot win. If 2 R—R 7, then .., Q—R 2 ch; 3 K—B 4, Q—R 7 ch; 4 K—K 4 (B 3) (4 K moves, Q—Kt 8 ch, and Q × R), Q—Kt 7 (R 8) ch and White's King has no hiding place. If 2 R—K Kt 4 (instead of R 7) then Q—R 2 ch; 3 K—B 4, Q—R 3 ch; 4 K—Kt 3 ch, Q—K 6 ch with perpetual check. If finally 2 R moves, Q—R 6 ch; 3 R—K Kt 4 (3 K moves, Q × P), Q—B 6 ch etc.

If 1 Kt—K 6 ? follows Q—Q Kt 1 and if now 2 P—Q 8 (Q) then Q—Kt 4 ch, but if 2 R—R 5 then Q—Kt 8 ch; and later Q—Kt 5 ch. If 2 R moves then Q—Kt 4 ch; and .., Q × P.

If White plays 1 R moves ? Q—K 2 would follow, threatening Q—K 4 ch etc.

1   Q—Q Kt 1 !

......Attacking the Rook. Now 2 P—Q 8 (Q) ? leads to a draw, as 2 .., Q × R. A draw results also from 2 P—Q 8 (Kt) ch, K—K 1; 3 Kt (Q 8)—B 6, Q—Kt 8 ch etc. Not good here was 1 .., Q—K 2 ? ; 2 P—Q 8 (Kt ch) ! ; 3 K moves, R × Q etc. (but not 2 Kt—B 6 ?, Q—K 3 ch; 3 K moves, Q—B 5 ch). If 1 .., Q—Q 1 ; then 2 Kt—B 6 (K 6) and 3 P—Q 8 (Q).
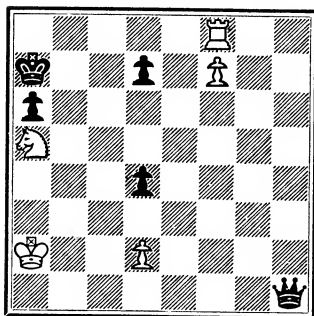
2 R—Kt 7 !   Q—Q R 1 !

......Or .., Q—Q 1 ; 3 Kt—B 6, Q—Q R 1 ; 4 R—B 7 etc.

3 Kt—B 6

If 3 Kt—K 6 ? then Q—R 4 ch with perpetual check.

3   Q × R
4 P—Q 8 (Kt) ch

And wins the Queen.

――――――――

3   K—Kt 2
4 R—R 7 (B 7)

And Queens the Pawn.

No. 171

Shahmatni Shurnal, 1901

In this very simple position White secures a win by an unexpected combination.

1 R—Q Kt 8 !

White is prepared to sacrifice not only his Rook but even the K B P on Queening which one might think all his hopes were based.

1   Q—Q 4 ch

2 K—Kt 2 !

The King must go to this square to escape further checks.

2   Q × P

......Or 2.., K × R ; 3 P—B 8 (Q) ch, and 4 Kt—Kt 3 and White must win.

3 R—Kt 7 ch   K—R 1
4 Kt—B 6 !   K × R

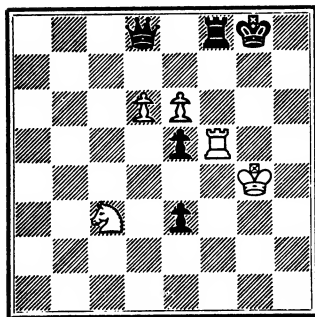......Otherwise it is mate next move : 5 R—R 7 mate.

5 Kt—Q 8 ch

And wins the Queen.
The diagram position could have happened after the actual following play : R—K 8 ch, K—R 2 ; R × R, P—K R 8 (Q)

No. 172

Bohemia, 1907

1 P—K 7   Q × Q P !
2 R × R ch   K—Kt 2 !
3 P—K 8 (Kt) ch K × R
4 Kt × Q   P—K 7 !
5 Kt × P   P—K 5 !

Black is saved now from unavoidable loss should the K P have become stuck on K 4 or K 5 square. But in the given position, with Black's King badly placed, White can win with the Pawn even on K 6.

6 K—Kt 5 !   K—Kt 1

......A bad, but forced move ! If K—K 2 (Kt 2) then

Kt—B 5 ch and 8 Kt—K 3 and if .., P—K 6 ; then K—B 6.
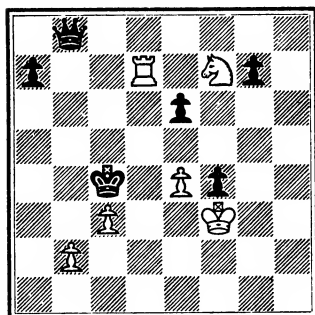
7 Kt—B 5   P—K 6 !
8 K—B 6   K—B 1
9 Kt—Kt 7

And mate follows on the 26th move.

No. 173

Deutsche Schachzeitung, 1914

In the present as well as in the subsequent studies the theme is the capture of a piece by offering a White piece.

1 R—Kt 7 !

First offer of the Rook.

1   Q—Kt 1 (Q R 1)
2 Kt—K 5 ch   K—B 4
3 R—Kt 8 !

Second offer.

3   Q—R 2
4 P—Kt 4 ch   K—Q 3
5 R—K R 8 !

Third offer.

5   Q × R

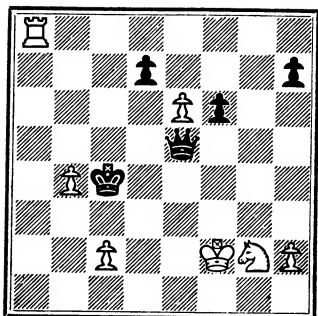......Finally Black's Queen is forced to take the annoying Rook.

6 Kt—B 7 ch

And wins the Queen.

The three offers of the Rook are a simple combination. Remarkable is the helplessness of Black's Queen, crawling along the edge unable to come out.
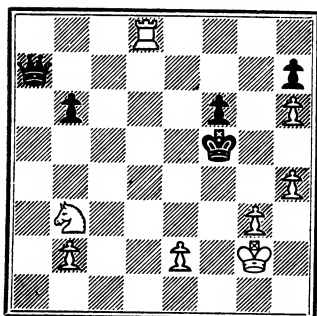
No. 174

1896

1 P—K 7 !

White sacrifices a Pawn to get Black's Queen to the unfavourable square.

1 ..... Q×P
2 Kt—K 3 ch   K—Kt 4
3 Kt—B 5 !

And Black's Queen is lost.

A little study on the theme of partial domination (14 squares) with a curious final position. Compare with No. 213.

1 Kt—Q 4 ch   K—K 5

..... If K—Kt 3 (Kt 5) then 2 R—Kt 8 ch and wins the Queen or mate in two moves.

2 Kt—Kt 5 !   Q—R 8 !

..... The Queen has no other moves. If, for example, Q—K 2 ; then 3 R—K 8 and 4 Kt—Q 6 ch.

3 R—Q 1 !   Q—R 1 (R 3)
4 R—Q 5 !   K—K 6 !

..... Comparatively the best move. If Q—R 4 (R 3) then 5 Kt—B 3 ch, Q×Kt ; 6 P×Q. Or 5.., K—K 6 ; 6 R—Q 3 ch, Q×R ; 7 P×Q ; but if 4.., Q—Kt 2 (K R 1, B 3) then 5 Kt—B 3 ch, K—K 6 ; 7 K—B 1 (Kt 1).
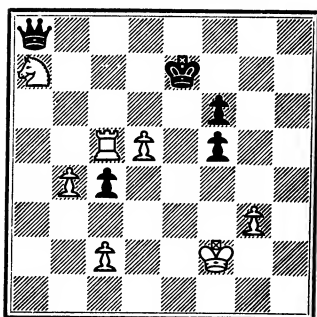
5 Kt—B 3   Q—R 1
           (Kt 2 or B 3)
6 K—B 1 (Kt 1)   Q—R 8 ch
7 R—Q 1

And Black to avoid mate must sacrifice the Queen.

No. 175

Deutsche Schachzeitung, 1911

Black's King is exposed and the Queen in a cramped position on the edge of the board. To realise his advantage White attacks.

No. 176

500 Endspielstudien

1 R—B 7 ch   K—Q 3

2 Kt—Kt 5 ch   K×P

      .....Or K—K 4 ; 3 R—
K 7 ch, K×P ; 4 Kt—B 7 ch

3 R B 5 ch   K—K 5
4 R—Q 5 !

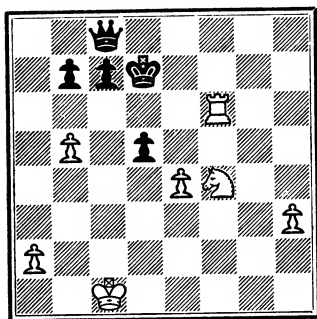   Threatening Kt—B 3 mate.

4   Q—R 8
5 R—Q 1 !

    And wins the Queen. For
example, 5.., Q—Kt 7 ; 6
Kt—Q 6 ch and 7 Kt×Q B P
ch. Or 5.., Q—R 3 (R 1) ; 6
R—K 1 ch, K—Q 4 ; 7 Kt—
B 7 ch.

    Compare this study with
the previous one.

No. 177

Isvestia Vcik, 1924

1 R—B 7 ch   K—Q 3

    .....Or K—K 1 ; 2 R—
R 7 ! and Black's Queen cannot
be saved.

2 P—K 5 ch !   K×P

    .....Or K—B 4 ; 3 R×P
ch !, Q×R ; 4 Kt—K 6 ch
winning the Queen.

3 R—B 8 !   Q—Q 2
4 Kt—Q 3 ch   K—Q 5

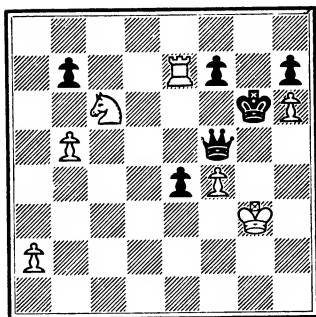   .....Or K—Q 3 ; 5 R—
B 6 ch, K—K 2 ; 6 R—B 7 ch.

Or 4.., K—K 5 ; 5 Kt—B 5
ch.

5 K—Q 2

    And to prevent mate Black
must sacrifice the Queen.

No. 178

Niva, 1910

White has such considerable advan-
tage in space as to be able to force
a win with quiet moves.

1 R—K 5

    Manœuvring by twice quietly
offering the Rook, White forces
Black's Queen to the rank on
which Black's King is placed.

1   Q—Q 2

    ......Or Q—B 3 ; 2 R—
Kt 5 ch, K×P ; 3 Kt—K 5
and 4 Kt—Kt 4 mate.

2 R—Q 5 !   Q—B 2

    ......Or Q—K 1 ; 3 R—
Q 8, Q—K 3 ; 4 P—B 5 ch.

3 R—Q 7 !   Q—Kt 3

    ......Now follow a few
checks and a third offer to
sacrifice the Rook.
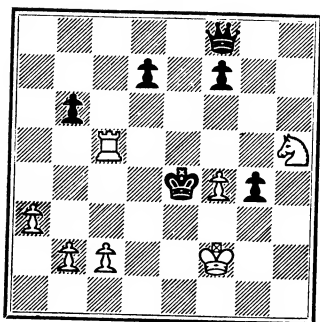
4 Kt—K 7 ch   K—R 4
5 R—Q 5 ch   K×P
6 R—Q 6 ch   Q×R
7 Kt—B 5 ch

    And wins the Queen.

No. 179

1895

1	Kt—Kt 3 ch	K—Q 5
2	R—B 8	Q×R
3	Kt—B 5 ch	K—B 4
4	P—Kt 4 ch	

And wins the Queen with the next move.

No. 180

500 Endspielstudien

1	R—B 8 !	Q—K 4
2	P—Q 4 !	

Although Black's Queen is in the centre of the board the co-ordinated movements of White's pieces make her helpless. White's pieces are excellently placed.

2		Q—Q 3
3	R—B 6 !	Q—Q 2

...... Again the only retreat for the Queen, on the same rank with Black's King.

4 Kt—K 6 ch

Preparing a renewed sacrifice of the Rook on K B 7.

4		K-Kt 1 (B 1)

...... If Black's King moves to his third rank, White gives a discovered check attacking the Queen.

5	R—B 8 ch	K—Kt 2
6	R—B 7 !	Q×R
7	Kt—Q 8 ch	

And wins the Queen.

No. 181

1897
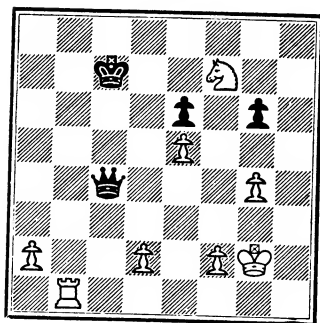
1	R—Kt 7 ch	K—B 3
2	Kt—Q 8 ch	

White intends to force Black's King to capture the K P.

2		K—Q 4
3	R—Q 7 ch	K×P

...... Now follows the unexpected Pawn sacrifice.

4 P—B 4 ch   Q×P

    ......Or K×P; 5 R—Q 4 ch and 6 Kt×P ch.

5 R—Q 4

    A twofold offer of the Rook (prepared by the Pawn sacrifice) is decisive.

5   Q—B 1

    ......The only available square for Black's Queen.

6 Kt—B 6 ch

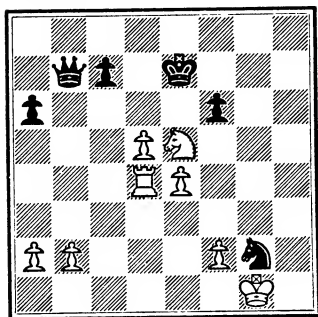   Driving Black's King to the same file as the Queen.

6   K—B 3
7 R—B 4 ch and wins

    The study demonstrates the successive offer of two of White's pieces.

No. 182

Deutsche Schachzeitung, 1910

1 R—Kt 4 !	Q—B 1
2 R—Kt 8 !	Q—R 6
3 R—K R 8 !	Kt—R 5
4 R×Kt !	Q—B 1
5 R—R 8 !	Q—Kt 2
6 R—Q Kt 8 !	

And wins the Queen.

    This study has a record number of offers of the Rook— six !

No. 183

1898
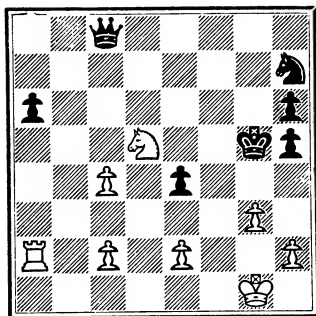
1 P—R 4 ch   K—Kt 5

    ......Otherwise 2 Kt—K 7 ch.

2 K—Kt 2   Q—Q B 4
3 R—R 5 !

    White offers the Rook—to obtain command of the K 3 square.

3   Q—R 2

    ......Or Q—Q 5; 4 P—B 3 etc.

4 R×P

    Second offer of the Rook, with the same idea.

4   Q—B 4
5 R—R 5 !

    Third offer of the Rook.

5   Q—Q 5
6 P—B 3   Q—Q 7
7 R—R 2 !

    The fourth offer.

7   Q—B 8
8 R—B 2 !

    For the fifth time the Rook is offered and now Black is forced to accept it.

8   Q×R
9 Kt—K 3 mate

No. 184

Obviously White cannot prevent Black's Q B P from Queening. But it so happens that White has an attack on Black's King.

1 P—Q 4   P—B 8 (Q)

......2 Kt—Q 3 was threatened.
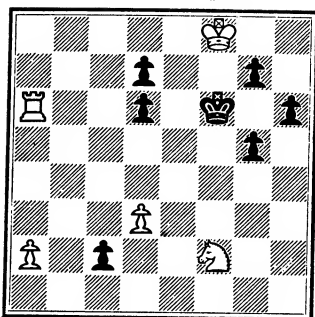
2 R×P ch   K—B 4
3 K×P   P—Kt 5 !

......Or .., Q—B 3 ; 4 R ×Q, P×R ; 5 P—R 4 and White must win.

4 R—B 6 ch   K—Kt 4
5 Kt—K 4 ch   K—R 4 !
6 R—B 1 !

Because of the threatened mate on K R 1 Black is forced to accept the sacrifice.

6   Q×R
7 Kt—Kt 3 ch and wins

No. 185

Deutsche Schachzeitung, 1913
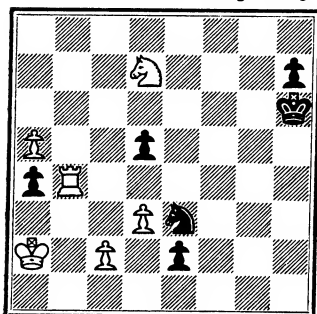
1 R—R 4 ch   K—Kt 2 !
2 R—R 1   Kt—B 8
3 R—Kt 1 ch   K—R 3 !

......Or K—B 2 ; 4 Kt— K 5 ch, and 5 Kt—Kt 3. Or K—R 1 ? ; 4 Kt—B 6 and mate next move.

4 Kt—K 5   P—K 8 (Q)
5 R—Kt 5 !   Q—B 7
6 Kt—Kt 4 ch   K×R
7 Kt×Q and wins

No. 186

Shahmatnoe Obosrenie, 1916
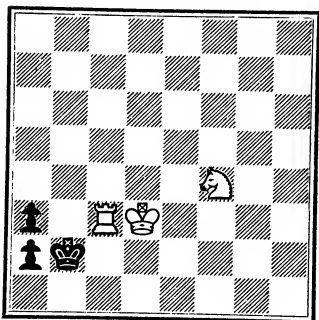
This simple position is like the finish of a game.

1 R—B 2 ch   K—Kt 6

......If K—Kt 8 then Black loses without any struggle. 2 Kt—K 2, P—R 8 (Q) ; 3 Kt—B 3 ch, Q×Kt ; 4 K×Q, P—R 7 ; 5 R—Kt 2 ch etc.

2 R—B 1   P—R 8 (Q) !
3 R×Q   K—Kt 7
4 R—K B 1 ! !

Why the Rook moves to K B 1 and not to K Kt 1 or K R 1 will be clear on the ninth move.

4   P—R 7

5 K—B 4 !

Making room for the Knight at the same time cutting off the escape of Black's King over K Kt 3.

5 ...... P—R 8 (Q)

......Taking advantage of Black's King being chained to the Queen, the Knight advances towards the opponent's pieces.

6 Kt—Q 3 ch   K—R 7
7 Kt—Kt 4 ch   K—Kt 7

......White constructs a mating position now.

8 R—B 2 ch   K—Kt 8

......If K—B 8; then 9 Kt—R 2 ch, K—Kt 8; 10 K—Kt 3. The Knight also does not allow 8.., K—R 6 ? because of 9 Kt—B 2 ch.

9 K—Kt 3

And there is no defence against mate next move—10 R—B 1 mate, as the Knight is covering the Q R 6 square prohibiting the move 9.., Q—R 3. Should White's Rook be now on K Kt 2 or K R 2 Black could prevent mate by moving the Queen to Q R 2 or Q R 1.

Thus the fourth move of White together with the seventh give a new interpretation of the Behting theme. Instead of closing the diagonal (as with Behting) or depriving the Queen of a square of attack (as No. 233) here a suitable square is found for the Rook and that looks less artificial and almost appears to be taken from an actual game.

2	K—Kt 7
3 K—Q 2	P—R 8 (Q)
4 Kt—Q 3 ch	K—R 7
5 Kt—Kt 4 ch	K—Kt 7
6 R×Q !	K×R
7 K—B 1	P—R 7

8 Kt—B 2 mate

Remarkable is the changing of the rôles between the Knight and the Rook. In the first variation the Knight is a supplementary piece and the Rook the deciding factor; in the second variation it is just the other way round.

Compare with No. 233.

No. 187

1897

1 R—R 8 ch	Kt—B 1
2 R×Kt ch	K—R 2
3 P—B 7	

A draw would result if 3 R—B 7 ?, K—Kt 3; 4 R×P ch, K×P; 5 R×P, K—K 4.

3 ...... K—Kt 3 !!

......If P—Kt 7; then 4 R—R 8 ch, K—Kt 3 !; 5 K—K 7 !, P—Kt 8 (Q); 6 P—B 8 (Kt) ch, etc., as in the text.

4 K—K 7   P—Kt 7

......Or Kt×P; 5 R—K Kt 8 !, P—Kt 7; 6 P—B 8 (Q), P—Kt 8 (Q); 7 R×P ch etc.

5 R—K R 8 !   P—Kt 8 (Q)
6 P—B 8 (Kt) ch K—Kt 4
7 Kt—K 6 ch   K—Kt 3

8 Kt—B 4 ch   K—Kt 4
9 Kt—R 3 ch   K—Kt 3
10 Kt×Q and wins

Certainly should Black play
5 .., P—Kt 8 (Kt) would follow
6 P—B 8 (Q).

No. 188

Isvestia Vcik, 1924
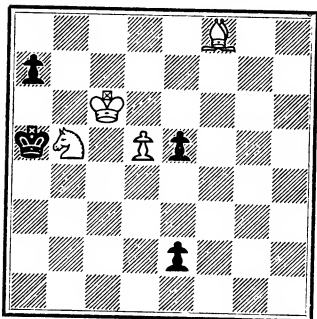
Black threatens to Queen his Pawn.
White cannot prevent this. But
White attacks the King and succeeds
in bringing about a position in
which Black. to prevent mate, is
forced to sacrifice the Queen.

1 Kt—Q 6 !   P—K 8 (Q)

Or .., K—R 5 ; 2 Kt—K 4,
P—K 8 (Q) ; 3 Kt—B 5 ch,
K—R 4 ; 4 B—R 6. Or 2 ..,
K—Kt 6 ; 3 Kt—Q 2 ch, and
4 Kt—B 3 stopping the Pawn.

2 Kt—Kt 7 ch   K moves
3 Kt—B 5 ch   K—R 4
4 B—R 6 !

This quiet move is decisive.

4   Q moves
5 B—Q 2 ch   Q×B
6 Kt—Kt 3 ch and wins

White's combination is
based on the awkward position
of Black's King on the edge
of the board. Compare with
No. 190.

No. 189

1895
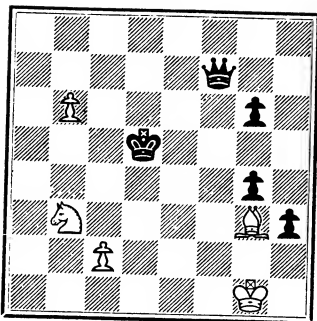
1 P—Kt 7 !   Q×P
2 P—B 4 ch   K moves
3 Kt—R 5 ch or B 5 ch

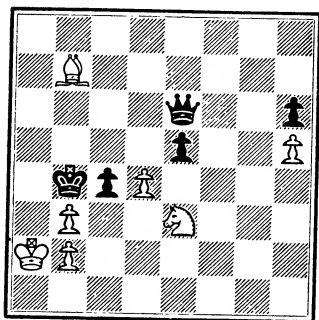And wins the Queen.

---

1   Q—B 6
2 P—B 4 ch   K moves
3 Kt—Q 4 ch or Q 2 ch

And wins the Queen.

Although Black's King has
four squares to go to, the move
P—B 4 gives White the win
in both echo-variations of this
little study.

No. 190

500 Endspielstudien
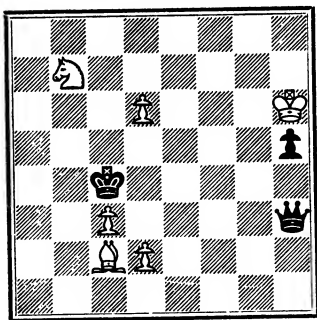

1 Kt—Q 5 ch   K—R 4
2 P—Kt 4 ch   K—R 5

3 P×P

After this move White succeeds in playing his Bishop on the diagonal Q R 4/K 8.

3   Q—K 1

......Apparently Black has no other moves.

4 B—B 8 !   Q moves
5 B—Q 7 ch   Q×B
6 Kt—Kt 6 ch and wins

No. 191

Shahmati, 1923

1 P—Q 7 !   Q×P
2 B—Kt 3 ch   K—Kt 4
3 B—R 4 ch   K×B
4 Kt—B 5 ch

And wins the Queen.

---

1   Q—K 3 ch
2 B—Kt 6 !   Q×P
3 B—B 7 ch   K—Kt 4
4 B—K 8   Q×B
5 Kt—Q 6 ch

And wins the Queen.

In the last variation the whole beauty of White's second move is revealed if the wrong reply is analysed : 2 K—Kt 5 ? (instead of B—Kt 6 !), Q—Q 4 ch ! ; 3 B—B 5 (K—R 4, Q—R 8 ch ; 4 K—Kt 3, Q—K 8 ch ; 5 K moves, Q×P ;

6 P—Q 8 (Q), Q×P ch), Q×P ch ; 4 K—B 6 ! (4 K moves Q—R 7 (Kt 7) ch), Q×P ch ; 5 K—K 7, Q—Kt 5 ch ; 6 Kt—Q 6 ch, K—Q 4 ; 7 P—Q 8 (Q), Q—R 5 ch.

If 5 K—B 7, Q—K B 6 ; 6 Kt—Q 6 ch, K—Q 4.

If 5 K—K 6, Q—K 6 ch ; 6 K—B 7 !, Q—B 5.
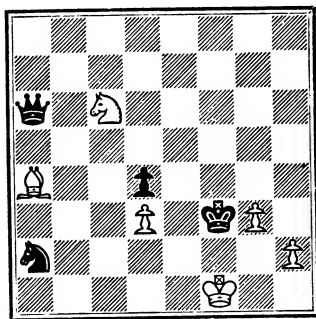
If 5 K—Kt 6 (Kt 5), Q—Kt 6 ch ; 6 K moves, Q—B 2.

Also not good is 3 K—B 6 (Kt 6) because of the reply Q×P (on Q 2 of White) ; 4 P—Q 8 (Q), Q×P ch (or ×B ch).

If 2 K×P ?, Q—K 7 ch ; 3 K—R 4 (3 K moves, Q×P), Q—R 7 ch ; 4 K—Kt 5, Q—Kt 7 ch ; 5 K—R 5, Q—R 7 ch draw.

Both variations are very similar in idea (echo-variations)

No. 192

500 Endspielstudien

1 B—Kt 5

The idea of this move is to force Black's Queen from a favourable to an unfavourable square : Q B 8, Q Kt 7, Q R 8, Q Kt 6 or Q R 3.

1   Q—B 1
2 Kt—K 5 ch

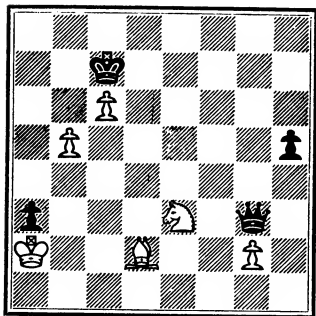The Knight intends to move to Q B 4 to let the Bishop take his square.

2	K—K 6
3 Kt—B 4 ch	K—B 6
4 B—B 6 ch	K—Kt 5
5 B—Q 7 ch	Q×B
6 Kt—K 5 ch and wins	

1	Q—Kt2(R1)
2 Kt—K 5 ch	K—K 6
3 Kt—B 4 ch	K—B 6
4 B—B 6 ch and wins	

1	Q—Kt3(R6)
2 Kt—K 5 ch	K—K 6
3 Kt—B 4 ch and wins	

No. 193

Shahmatnoe Obosrenie, 1910

White's strong passed Pawns permit a combination leading to the capture of Black's Queen.

1 Kt—Q 5 ch	K—B 1
2 Kt—K 7 ch !	

But not Kt—Kt 6 ch ?, K moves ; 3 P—B 7 ch, Q×P. If here 2 P—Kt 6 ? would lose a tempo. After 2.., Q×P ; 3 Kt—K 7 ch, K—Q 1 ; 4 P—B 7 ch, K×Kt ; 5 P—B 8 (Q), Q×B ch ; 6 K×P, Q—R 4 ch and Black secures a draw.

2	K—Q 1

......If K—Kt 1 ; 3 P—Kt 6 etc.

3 P—B 7 ch !	K×P
4 B—B 4 ch	Q×B
5 Kt—Q 5 ch and wins	

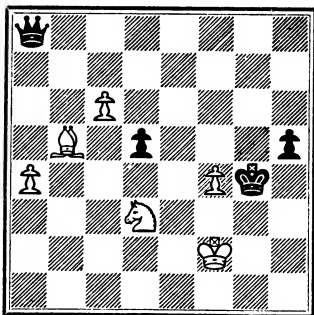| 3	Q×Q B P
4 B—R 5	Q×B
5 Kt—B 6 ch	K—B 2
6 Kt×Q	K—Kt 3
7 Kt—B 4 ch and wins	

1	K—Q 1
2 P—B 7 ch	K—Q 2
3 Kt—Kt 6 ch	K×P
4 B—B 4 ch and wins	

In this variation 2 B—R 5 ch, K—K 1 ! could not be played. If now White plays 3 P—B 7 then K—Q 2 ; 4 Kt—K 7 ? ?, Q—B 7 ch ; 5 K×P, Q—K 6 ch and Black wins.

In the first two variations will be noticed a similarity of ideas with No. 191.

No. 194

500 Endspielstudien

1 P—B 7 !	

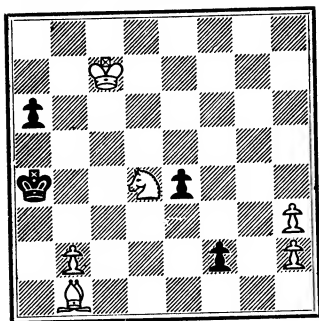An unexpected offer of a Pawn. White threatens now B—Q 7 ch and P—B 8 (Q) or the other way round.

1	Q—R 2 ch

......Or K—R 5 ; 2 B—Q 7, Q—R 2 ch ; 3 K—Kt 2 !, Q×P ; 4 Kt—K 1 etc., as in the text.

2 K—Kt 2 !	Q×P
3 B—Q 7 ch	K—R 5
4 Kt—K 1	Q×B
5 Kt—B 3 ch	K—Kt 5
6 Kt—K 5 ch	

And wins the Queen.

No. 195

Deutsche Schachzeitung, 1910

1 B—B 2 ch

White's task is to force Black's King to his Q Kt 4 or Q B 5 squares ; in the meantime White endeavours to bring his Bishop to the K 2 square.

1	K—Kt 5
2 B—Q 1	P—B 8 (Q)

......Or K—B 5 ; 3 Kt— B 5 !, K—Q 6 ; 4 Kt—Kt 3 etc.

3 Kt—B 2 ch	K—B 4 (R 4)
4 P—Kt 4 ch	K—Kt 4

......And now White has finally forced Black's King to the same diagonal with his Queen.

5 B—K 2 ch	Q×B
6 Kt—Q 4 ch and wins	

For example, K×P ; 7 Kt× Q, P—R 4 ; 8 P—R 4, P—R 5 ; 9 P—R 5, P—R 6 ; 10 Kt— B 1, P—K 6 ; 11 P—R 6, P— K 7 ; 12 P—R 7 ! P—R 7 ; 13 P—R 8 (Q).
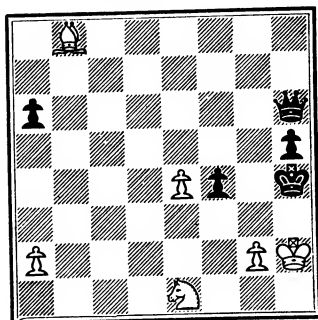
1	K—R 4
2 B—Q 1	

2 Kt—Kt 3 ch ? following with Kt—Q 2 is bad as it will be found that Black's two passed Pawns are stronger than White's two pieces.

2	P—B 8 (Q)
3 Kt—B 6 ch	K—Kt 4
4 B—K 2 ch	Q×B
5 Kt—Q 4 ch and wins	

No. 196

Bohemia, 1911

1 Kt—B 3 ch	K—Kt 5
2 Kt—K 5 ch	K—R 5
3 B—B 7 !	

The unfavourable position of Black's King permits White to bring his Bishop into play.

3	Q—K B 3

......Black's Queen can prevent the threatened check with the Bishop also from R 1, B 1 and Kt 4, but that would be at once followed up decisively by a fork with the Knight on K B 3 or K Kt 6.

4 P—R 3 !

    To give Black the move.

4   P—R 4
5 P—R 4

    Black is in *Zugzwang*.

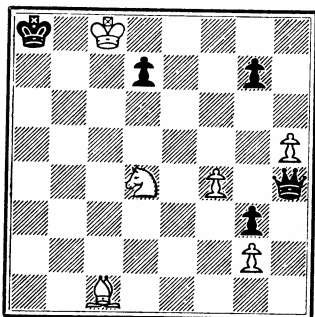5   K—Kt 4
6 B—Q 8   Q×B
7 Kt—B 7 ch and wins

No. 197

Isvestia Vcik, 1924

Black's King being in the corner dictates the plan of action.

1 Kt—Kt 5

    Threatening mate in two moves.

1   Q—K 2

    ......The only move commanding the K 6 square of Black.
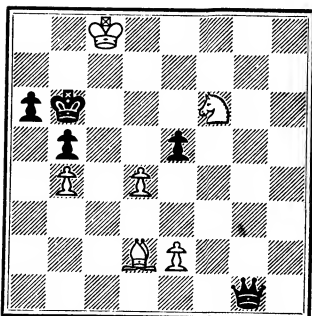
2 Kt—B 7 ch   K—R 2
3 B—R 3

    The two last moves force Black's Queen to a square from which it is impossible to check. Useless here is 3 B—Kt 2 ? because of Q—B 1 ch.

3   Q—K 6

    ......It is clear that the Bishop cannot be captured, because of 4 Kt—Kt 5 ch. Also not good is .., P—Q 3 because of 4 B×P !, Q—K 6 ; 5 B—K 5 and White wins the Queen.

4 B—Kt 2 !   Q×P
                 (Q moves)
5 B—Q 4 ch   Q×B
6 Kt—Kt 5 ch

    And wins the Queen.

No. 198

500 Endspielstudien

1 B—K 3 !   Q—Kt 6 !

    ......If Q moves ; 2 P—Q 5 mate, and if Q×B then 2 Kt—Q 5 ch. Manœuvring with his Knight White manages to arrive at the same position only with the Knight now on K 7 instead of on K B 6. From here the Knight commands the Q 5 square and also deprives Black's King of the B 6 square.

2 Kt—Q 5 ch !   K—B 3

    ......Or .., K—R 2 ; 3 P×P dis ch, etc.

3 Kt—K 7 ch   K—Kt 3

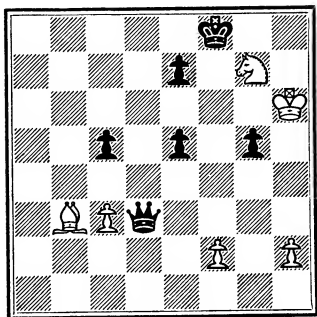   ......Or K—Q 3 ; 4 Kt—B 5 ch.

4 P×P dis ch   Q×B

    ......With White's Knight now on K B 6 Black's King could escape to his B 3 square.

5 Kt—Q 5 ch and wins

No. 199

500 Endspielstudien

1	Kt—K 6 ch	K—K 1 !
2	K—Kt 7	Q—K 5 !

...... Why Q—Q 2 ? cannot be played will be clear later.

3	B—Q 5 !	Q—Q R 5

...... If Q × B then 4 Kt—B 7 ch.

4 P—K B 3 !

Useless is B—B 3 ?, P—Kt 5 ; 5 B—Q 5, P—K 5 ; 6 K—Kt 8, P—Kt 6 ; 7 R P × P, P—K 6. Or 4 K—Kt 8 ?, P—K 5 ! ; 5 P—R 3, P—Kt 5 ; 6 P × P, P—K 6. Or 4 P—R 3 ?, P—Kt 5. Or 4 P—Q B 4 ?, Q—Q 2.

With this Pawn move White threatens B—K 4 and B—Kt 6·ch, following with Kt × B P ch.

As Pawn-moves do not prevent this threat Black is forced to move the Queen.

4		Q—Q 2
5	B—B 4 !	Q moves
6	B—Kt 5 ch	Q × B
7	Kt—B 7 ch	

And wins the Queen.

Compare with No. 217.

No. 200

Bohemia, 1911
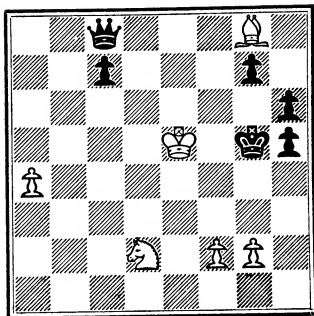
1	Kt—B 3 ch	K—Kt 3
2	Kt—R 4 ch	K—Kt 4
3	B—B 7 !	K × Kt
4	P—Kt 3 ch	K—Kt 4
5	P—B 4 ch	K—Kt 5
6	B—K 6 ch	

And wins the Queen.

No. 201

64, 1928
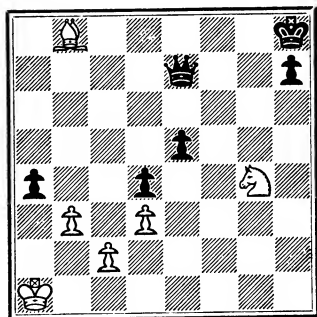
1 Kt—R 6

Threatening 2 B × P ch and 3 Kt—B 7 ch.

1   Q—R 6 ch

...... Removing the Queen with the move thus, making it

possible to extricate Black's King from the corner.

2 K—Kt 1	K—Kt 2
3 B—Q 6 !	

Evidently Black's Queen is on an extremely awkward square.

3	P×P

......Or .., Q×B ; 4 Kt—B 5 ch.

4 B×Q	P×P ch
5 K×P	K×Kt
6 B—Q 6 and wins	

Not correct would have been 3 Kt—B 5 ch ?, K—B 3 ; 4 B—Q 6, P×P ; 5 B×Q, P×P ch ; 6 K×P, K×Kt draw.

No. 202

Deutsche Schachzeitung, 1913
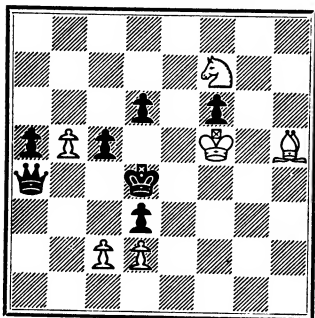
1 P—B 3 ch	K—B 5
2 Kt×P ch	K—Q 4
3 Kt—B 4 !	

Threatening mate in one move.

3	K×Kt (Q×P)
4 B—B 7 ch	

And wins the Queen with the next move.

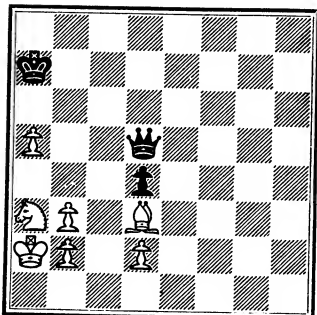|	
1	K—Q 4
2 B—B 3 ch	K—B 5

3 Kt×P ch	K—Kt 6
4 B—Q 1 ch	

And wins the Queen.

Compare with No. 207.

No. 203

The solution of this rather simple position study contains many original moments.

1 Kt—Kt 5 ch	K—R 3 !

......Black is playing for a stalemate. If K—Kt 1 (K—Kt 2 ?; 2 B—K 4) then 2 P—R 6, K—B 1 !; 3 B—B 5 ch, K—Q 1 ; 4 P—R 7, K—K 2 ; 5 P—Q 3, threatening B—K 4 and the Pawn goes through to Queen. 5.., Q×Kt (or Q×B); 6 P—R 8 (Q), Q×B (or Q×Kt) ; 7 Q—R 7 ch, 8 Q×P etc. If after 2 P—R 6 Black replies 2.., Q—R 1 ; then White wins advancing his Q R P; 3 P—R 7 ch, K—B 1 ; 4 B—K 4, Q×B ; 5 Kt—Q 6 ch etc. Or 2.., Q—B 6 (Kt 7, R 8, B 3, K 4) ; 3 P—R 7 ch, K—R 1 ! (K—B 1 (Kt 2) ? ; 4 B—K.4) ; 4 B—B 4 and 5 B—Q 5 ch, but if 2.., Q—K 3 (Q moves) ; 3 P—R 7 ch, K—Kt 2 ; 4 B—K 4 ch.

2 Kt—B 7 ch	K×P !
3 B—B 4 !	

Attacking Black's Queen twice. It is clear that the

Queen could not be captured :
3 Kt × Q ? stalemate.

3   Q—K Kt 4 (K B 4)
4 Kt—Q 5   Q × P (Q—Q B 7)

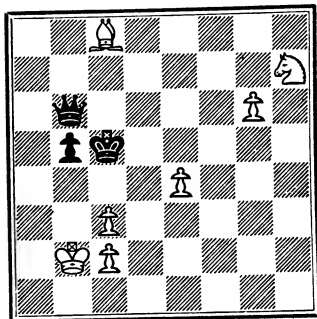...... Pinning the Pawn and thus preventing mate in two moves.

5 K—R 3

And Black has no defence against the threatened mate 6 P—Kt 4 ch.

The subvariations after 1 K—Kt 1 constitute a study by itself.

No. 204

Geske Casopis Sachistu, 1924

1 P—Kt 7   Q—Kt 3 (Q 1)

...... If P—Kt 5 White can at once reply with 2 P—Kt 8 (Q), P × P ch; 3 K × P, Q—Kt 5 ch; 4 K—Q 3, Q—Q 5 ch; 5 K—K 2, and White's King marches to the K R file.

2 Kt—B 8

It would have been bad to play 1 Kt—B 8 ? intending 2 P—Kt 7. Black would have replied : 1.., K—Q 3 and 2.., Q—Kt 8.

2   Q—Kt 6 !
            (Kt 7, Kt 8)

...... Or Q—K B 2 ; 3 Kt—Q 7 ch, 4 Kt—B 6 etc.

3 B—Kt 4 !

To drive the Queen to an unfavourable square. Not good here is 3 B—B 5 ? (intending 4 B—Kt 6 and 5 P—Kt 8 (Q) because of 3.., P—Kt 5; 4 B—Kt 6 (R 7), and **Black** gets a perpetual check : Q × P ch; 5 K—Kt 1 !, P—Kt 6; 6 P—K 5, Q—K 8 ch.

3   Q × B

...... If 3.., P—Kt 5; 4 P × P ch, K × P; 5 P—Kt 8 (Q), Q—B 6 ch; 6 K—Kt 1, Q—K 8 ch; 7 K—R 2.

4 Kt—Q 7 ch   K—Q 3
5 Kt—B 6   Q—Kt 3
               (Kt 4)

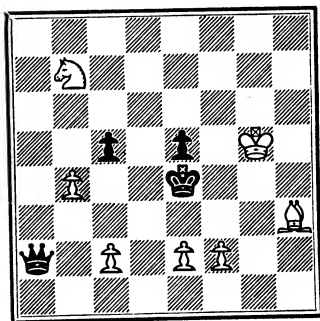...... Or .., Q × P; 6 Kt—K 8 ch.

6 P—Kt 8 (Q)   Q × Kt
7 Q—Q 5 ch

And White must win.

No. 205

Niva, 1910

Although Black's King is in the centre of the board his position is very dangerous.

1 B—K 6   Q—R 1

...... Black's Queen can move also to Kt 7, R 8, R 6, R 2, Kt 8, which variations are analysed later.

2 Kt—Q 6 ch

To bring the Knight to Kt 5 where the Knight commands the Q B 3 and Q B 7 squares.

2	K—Q 5
3 Kt—Kt 5 ch	K—K 5
4 B—Q 5 ch	Q (K) × B
5 Kt—B 3 ch (B 7 ch)	

and wins

1	Q—Kt 7
2 Kt × P ch	K—Q 5
3 P—K 3 ch	K—B 6
4 Kt—R 4 ch and wins	

1	Q—R 8
2 Kt × P ch	K—Q 5
3 Kt—Kt 3 ch and wins	

1	Q—R 6
	(R 2, Kt 8)
2 Kt—Q 6 ch	K—Q 5
3 Kt—Kt 5 ch and wins	

(If the Queen has moved to Kt 8, 4 Kt—B 3 ch and wins.)

Compare with No. 211.

obstructing Knight must be removed, but in such a way as not to spoil the position.

1 Kt—Kt 4 ch	K—B 4
2 Kt—Q 5	

Threatening mate by 3 P—Kt 4 mate.

2	K × Kt

......Now the check with the Bishop is decisive.

3 P—Kt 4 dis ch	K—K 5
4 B—Kt 1 ch	

And wins the Queen.

2	Q—B 4 ch
3 K—B 7	Q—K 5
	(Kt 5)

......Or .., K × Kt ; 4 P—Q Kt 4 dis ch, etc.

4 P—Kt 4 ch	Q × P
5 Kt × Q	K × Kt
6 B × P etc.	

Compare this study with No. 152 where the rôles of Bishop and Knight are reversed.
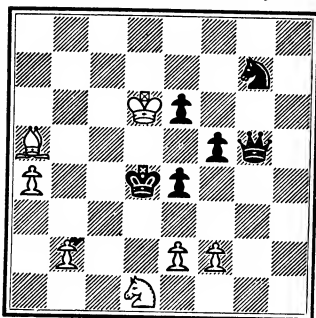
No. 206

Eskilstuna Kuriren, 1917
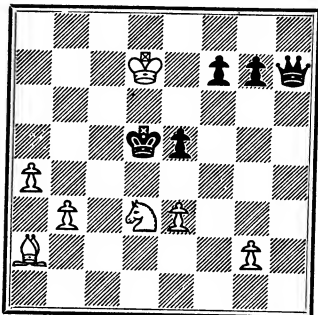
If White's Knight were not on the diagonal Q Kt 1/K R 7 White could win the Queen by 1 P—Q Kt 4 dis ch and 2 B—Kt 1 ch. The

No. 207

Tidscrift for Schack, 1910

1 Kt—K 3

The threat is—mate next move.

1	Kt—K 1 ch !
2 K—B 6	K—K 4

3 Kt—B 4 ch   K—Q 5

......If the King moves otherwise the Queen is lost.

4 Kt—K 5 !

A move identical with 3 Kt—B 4 ! in study No. 202 driving the King to his previous square.

4   K × Kt

Or 4.., Q—B 8 ch ; 5 B—B 3 ch, Q × B ch ; 6 P × Q ch, K × Kt ; 7 P—R 5, Kt—Q 3 ; 8 P—R 6, Kt—B 1 ; 9 K—Kt 7, Kt—Q 3 ch ; 10 K—Kt 8, Kt—Kt 4 ; 11 P—Q B 4, Kt—Q 5 ; 12 K—Kt 7, etc., and if 10.., Kt—B 5 ; 11 P—R 7, Kt—Kt 3 ; 12 K—Kt 7, etc.
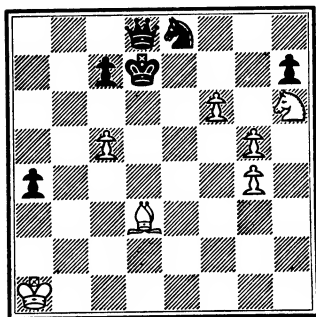
5 B—B 3 ch

And wins the Queen.

No. 208

Deutsche Schachzeitung, 1910

1 Kt—B 7   Q—Kt 1 !

......Or .., Q—R 1 ; 2 B—B 5 ch and 4 B—K 4 ch.

**2 Kt—K 5 ch   K—K 3**

......Or .., K—B 1 ; 3 B—R 6 ch.

3 Kt—B 6 !   Q—R 1 !

4 B—K 4   Q—R 3

......As defence against Kt—Q 4 ch, but allowing a decisive sacrifice of the Bishop.

5 B—Q 5 ch   K × B
6 Kt—Kt 4 ch   K—K 3
7 Kt × Q and wins

For example, K—B 2 (or P—R 3 ; 8 P × P, K × P ; 9 K—Kt 2, K—Kt 3 ; 10 P—Kt 5, K—R 2 ; 11 K—R 3 ; or 8.., Kt × P ; 9 P—Kt 5, Kt—R 2 ; 10 P—Kt 6) ; 8 Kt—Kt 4, K—Kt 3 ; 9 Kt—Q 5, P—R 3 ? ; 10 P × P, K × P ; 11 P—B 7 etc.

The tremendous advantage in space permits White to take his time in preparing the decisive attack.

No. 209

Shahmatni Shurnal, 1896
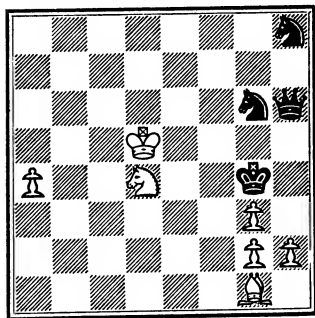
1 P—R 3 ch   K—R 4 !

......If .., K—Kt 4 ; 2 B—B 3 ch and if .., K × P ; 2 Kt—B 5 ch, K × P ; 3 Kt × Q, K × B ; 4 K—Q 6, Kt—B 5 ; 5 P—R 5, etc.

2 P—Kt 4 ch   K—Kt 4
3 B—K 3 ch   Kt—B 5 ch
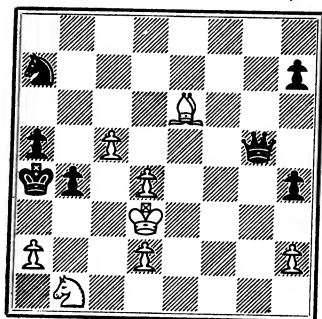**4 B × Kt ch   K × B**
5 P—Kt 3 ch   K—Kt 4
6 Kt—K 6 ch   K—Kt 3
7 P—Kt 5

Wins the Queen and White Queens the Pawn.

No. 210

Eskilstuna Kuriren, 1917

The struggle of two minor pieces against a Queen opens up a wide field to the composer.

1 B—Q 7 ch	Kt—Kt 4
2 K—B 4	Q—Kt 1 ch

......The only defence against the threat 3 B × Kt mate.

3 P—Q 5	Q—Kt 1
4 P—Q 4 !	

Providing for the threatened Q—B 5 ch. Now Black has nothing left to do but to move Pawns.

4	P—R 6

......If .., Q—Kt 2 ; 5 B—B 6 !, Q—Kt 1 (R 3) ; 6 P—K R 3 would only have shortened the game.

5 B—B 6

But White has also nothing else to move but the Bishop.

5	P—R 3
6 B—Q 7	

White is forced to surrender the Q Kt 7 square to Black's Queen.

6	Q—Kt 2

......Pawn moves would only bring the end nearer.

7 B—K 8 !

This move winning a tempo is the point !

7	Q—Kt 1
8 B—B 6	P—R 4

......Now follows the repetition of the same manœuvre with the Bishop again winning a tempo.

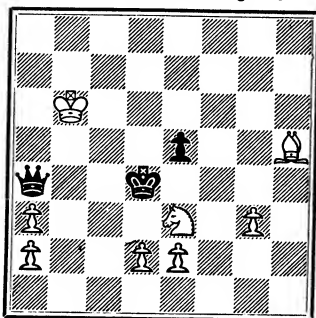|	
9 B—Q 7	Q—Kt 2
10 B—K 8	Q—Kt 1
11 B—B 6	P—R 5
12 B—Q 7	

But now, as Black has no Pawns left to move, the repetition of the manœuvre forces Black to sacrifice the Queen.

12	Q—Kt 2
13 B—K 8	Q—R 3
14 B—B 6	Q × B
15 P × Q	

And White has a won endgame.

Compare with No. 214.

No. 211

Deutsche Schachzeitung, 1911

1 B—K 8 !	Q—R 1 !

......The Bishop cannot be taken because of 2 Kt—B 5 ch, K—Q 4 ; 3 P—K 4 ch ! On any move of the King, White

checks with the Knight on
Q 6 or K Kt 7 and wins the
Queen.

2 Kt—B 5 ch

It is interesting to note here
that a transposition of White's
two first moves is impossible :
1 Kt—B 5 ch ?, K—K 5 ; 2
B—K 8, Q×R P ! and White
has no threat. On 1 B—K 8 !
Black cannot capture the QRP
because of 2 Kt—B 2 ch.

2	K—Q 4 !

......Not K—K 5 ? be-
cause of 3 B—B 6 ch.

3 B—B 7 ch	K—K 5
4 Kt—Q 6 ch	

Intending to bring the
Knight to Q Kt 5 where the
squares K B 3 and K B 7 will
be covered.

4	K—Q 5
5 Kt—Kt 5 ch	K—K 5
6 B—Q 5 ch	K (or Q)×B
7 Kt—B 7 ch (or B 3 ch)	

And wins the Queen.

A study on the same theme
as No. 205.

No. 212

Deutsche Schachzeitung, 1911
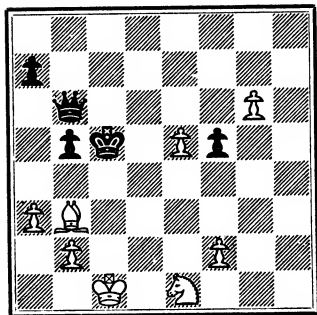
1 Kt—Q 3 ch	K—Q 5 !
2 P—Kt 7	Q—R 3 ch

3 Kt—B 4 !	Q×P

......Or .., Q×Kt ch ; 4
K—Kt 1, Q—K 5 ch ; 5 K—
R 2 and 6 P—Kt 8 (Q).

4 Kt—K 6 ch

And wins the Queen.

2	Q—B 2 ch
3 Kt—B 5 !	Q×P

......Or .., Q×Kt ch ; 4
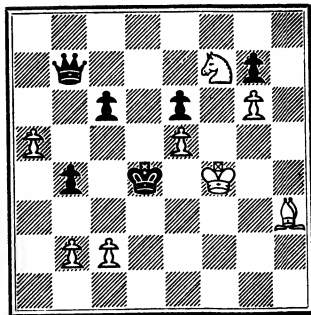K—Kt 1, 5 P—Kt 8 (Q).

4 Kt—K 6 ch

And wins the Queen.

In two echo-variations the
Knight is sacrificed to deflect
the Queen from attacking the
Pawn on K Kt 7.

No. 213

1897

1 Kt—Q 8

The author's discovery of
this position with White's
Knight and Black's King and
Queen on the squares as indica-
ted excited much attention.
Later on this position appeared
in many studies with different
materials on the theme of
capture of Queen or Bishop.
Particularly in studies of H.
RINCK the " expert for captur-
ing of pieces." As a matter of

fact in such a position the Knight is aggressive to the utmost degree, directly or indirectly depriving the Queen of nine squares!

1   Q—Q 2 (B 1)

......The Queen is forced to the same diagonal with White's Bishop and White is going to utilise this at once. If Q—R 1 (R 3. Kt 4) then 2 Kt×K P ch, K—B 5; 3 B—B 1 ch, K—Q 4; 4 Kt—B 7 ch (or B×Q) winning the Queen.

2 Kt×K P ch   K—Q 4
3 B—Kt 2 ch   K—B 5
4 B—B 1 ch   K—Q 4
5 P—Kt 3 !

With the piquant threat: B—B 4 mate.

5   P—B 4

......White's Knight cannot be captured neither with the King nor with the Queen. But nevertheless White forces Black to do so.

6 B—Kt 2 ch   K×Kt
7 B—R 3 ch

And wins the Queen.

Curious is the manœuvre of the Bishop: moving from K R 5 K Kt 2, K B 1 and back again to K R 3.

Compare with No. 222.

No. 214
500 Endspielstudien
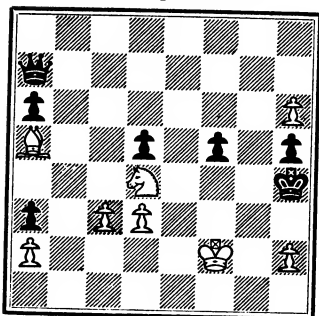
1 P—R 7 !   Q×P

......It is best for Black's Queen to remain on the seventh rank. If for example, 1 .., Q—Kt 1; 2 B—B 7 !, Q×B; 3 Kt—B 3 ch and 4 P—R 8 (Q). Or 2 .., Q—K R 1; 3 B—K 5, Q×P; 4 Kt—B 3 ch and 5 P—R 3 ch and wins the Queen.

2 Kt—B 3 ch   K—Kt 5
3 P—R 3 ch   K—B 5 !
4 B—Kt 6   Q—K 2
5 B—Q 4 !

This study like No. 210 is constructed on *Zugzwang*. White's Bishop with his last move forces Black's Queen to protect two squares: Black's K 4 and K 6 squares.

5   Q—K 3 !

......If Q—K 1 then 6 B—R 7 and Black is forced to Pawn moves which resource soon stops.

6 B—R 7 !

But not 6 B—B 5 ? because of .., P—Q 4 !; 5 B×Q P, Q×P ch. With the Queen on K 2 or K 1 this check is impossible and the move of Black's Pawn P—Q 5 is fatal as White after exchanging his Bishop and Knight for the Queen gets a winning endgame. To force Black to make this fatal move is White's task.

6   Q—K 1
7 B—B 5 !

Now this move is the only correct move. White has no intermediate move. On 7 B—Kt 6 ? would follow Q—K 2; 8 B—Q 4, Q—K 3; and White having lost two moves had to start the manœuvre all over again: 9 B—R 7, Q—K 1 etc.

7   Q—K 3

8 B—Q 4 !

> With the three moves of the Bishop, White has transferred the initiative move to Black. If Black does not make a Pawn move he is forced to move the queen. Thus clearly is felt the advantage of White having won a tempo.

8   Q—K 2 !

> ......Not so good would have been 8.., Q—K 1; 9 B—R 7 (on the sixth move there was the same position only with White to make the initiative move), P—Q R 4; 10 B—B 5 !, Q—K 3; 11 B—Q 4, and White has reconstructed the position, again having given Black to make the initiative move but having shortened Black's possible Pawn moves by one.

9 B—Kt 6   P—Q R 4
10 B—Q 4   Q—K 3 !

> ......The position is the same as after Black's fifth move, but one of Black's Pawns has advanced. Repeating the same Bishop manœuvre (as moves 6—9) 11 B—R 7, 12 B—B 5, 13 B—Q 4, 14 B—Kt 6, White again wins a tempo and forces Black to move a Pawn.

14   P—Q R 5

> ....Repeating the Bishop manœuvre two more times Black is forced to make two more Pawn moves :—

19   P—K R 5

> and finally

24   P—Q 5
25 B×P   Q—B 4
(Q R 2)

> ......Having lost the Pawn

Black cannot afford to exchange Queen for the two minor pieces and provokes a stalemate, but without success.

26 K—K 2 !   Q—K 2 ch
27 B—K 5 ch   Q×B
28 Kt×Q   K×Kt
29 K—K 3 (B 3)

> And thanks to the two Pawns on Q B 3 and Q 3 White wins easily at any position of Black's K R P and Q R P's.

> With Black's Pawn (Q 4) left on the board (for example if 6 B—K 5 ch etc. instead of 6 B—R 7 had been played) the result would have been a draw. For example, 1 K—B 3 (if K—K 3, P—Q 5 ch ! draw), K—B 3 (Q 3) (if K—K 3 ? ; 2 K—B 4, K—B 3 ; 3 P—Q 4 ! and Black loses) ; 2 K—B 4, K—K 3 ! (if K—Kt 3 ? ; 3 K—K 5, K—Kt 4 ; 4 P—B 4 etc. and again Black loses) ; 3 P—B 4, P×P ; 4 P×P, K—Q 3 ; 5 K—Kt 5 ! (5 K×P ?, K—B 4 !), K—B 4 ; 6 K×R P, K×P ; and Black's Pawn Queens after White's Pawn. Or 3 K—Kt 5, K—K 4 ; 4 K×R P (if 4 P—B 4, P×P ; 5 P×P, K—B 5 ; 6 K×P, K—K 5 ; 7 P—B 5, P—B 6 etc.), K—B 5 ; 5 P—B 4, P×P ; 6 P×P, K—K 6 ; and after 10 P—B 8 (Q), P—B 8 (Q) White has to be content with a draw. For example, 11 Q—Q B 5 ch, K—Q 7 ; 12 Q×P, Q—K B 5 ch ; 13 K—R 5, Q—B 4 ch! ; 14 K—R 6, Q—B 3 ch ; 15 K—R 7, Q—R 5 ch ; 16 K moves, K—B 7 ; 17 K moves, K—Kt 8 ; 18 moves, Q—Q B 5 etc. Or 11 Q—K 8 ch, K—Q 7 ; 12 Q×P, Q—K 8 ch; 13 K—Kt 4 (13 K—Kt 5, Q—K 2 ch ; 14 K moves, Q—K 3 (K B 2 ch) ; 15 K moves, Q×Q R P), Q—Q 8 ch and draw. In this study as in No. 210 there is a deep Bishop manœuvre to win a tempo. This manœuvre is repeated three times.

No. 215
Shahmatni Shurnal, 1896
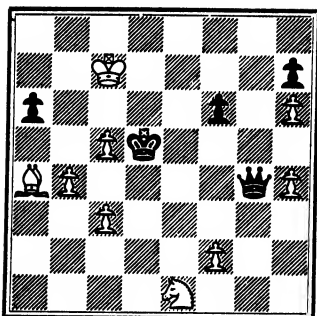
1 Kt—Kt 2 !   K—K 5

......Obviously the Queen cannot move.

2 P—B 3 ch   K (or Q) × P
3 B—Q 1 ch (or B 6 ch)

And wins the Queen.

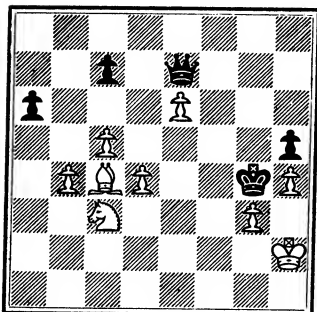| 1		K—K 4
2	P—B 4 ch !	K—K 5
3	B—B 2 ch	

And wins the Queen with the next move.

The point of this study is not the play but the discovered successful position in which White's minor pieces dominate Black's Queen, which has 21 squares for retreat. (Domination.)

No. 216
Pravda, 1928

1 B—K 2 ch

Bad is Kt—Q 5 because of Q × P etc.

1		K—B 4
2	Kt—Q 5 !	Q × P !

......The Queen is rather helpless against the attacks of the minor pieces and the K P. It is not good, for example, 2.., Q—Kt 2, because of 3 P—K 7, and 4 P—K 8 (Q), Q × Q; 5 B—Q 3 ch, and 6 Kt—B 6 ch or Kt × P ch and wins the Queen.

3	B—Q 3 ch	K—Kt 5
4	B—K 4 !	Q—R 3 !

......Preventing mate in one move. Certainly the Bishop cannot be captured because of Kt—B 6 ch.

5 Kt—B 4 !

Having secured the command of the diagonal Q B 1/K R 6 White intends as soon as possible to bring the Knight to Q 3 and after that to K 5, which square is protected by a Pawn.

5   Q—K B 3
                 (Kt 2, R 1)

......Black is in *Zugzwang* and is forced to clear the above-mentioned diagonal. It does not help to play 5.., P—B 3 because of 6 K—Kt 2, P—R 4 ? ; 7 Kt—Q 3 !

6 Kt—Q 3   Q × P

......Covering the squares K 4 and K B 7.

7 P—B 6 !

Black is again in *Zugzwang*.

7   P—R 4

......If Q—B 3 ; then 8 K—Kt 2 and 9 Kt—B 2 ch.

8 P—Kt 5 !

But not P × P ?, Q—Kt 7 ch; 9 Kt × Q stalemate.
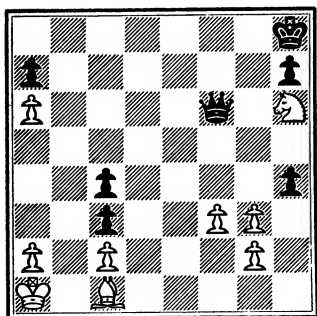
8   P—R 5
9 P—Kt 6

And Black is forced to let the Pawn pass.

A study of controlled squares combined with *Zugzwang*.

No. 217

1 B—K 3 !

With the idea of bringing the Bishop on the long diagonal.

1   P × P

......If Q—Kt 2 ; then 2 B—B 4 (see the seventh move) and if Q—Q 3 ; then 2 Kt—B 7 ch.

2 P—R 3 !

The Pawn moves one square only to have, when needed, moves in hand.

2   Q—R 5 !
3 K—R 2

A great mistake would have been P—R 4 ? because of Q—R 8 ch and 4.., Q—Q 8 controlling Q 5 and threatening Q × P ch.

3   Q—B 3
4 P—R 4   Q—R 5
5 B—Kt 5 !

Now this move is correct, as the Queen cannot reach the Q Kt 3 square.

5   Q—Q 5
6 P—R 5

Had the Q R P initially advanced two squares the Pawn would already be on Q R 5 and White would not have had now the necessary waiting move. Any King's move would be followed by checks and if P—B 4 that would deprive the Bishop of an important square.

6   Q—Kt 2
7 B—B 4 !   Q moves
8 B—K 5 (ch) !   Q × B
9 Kt—B 7 ch

And wins the Queen.

The same theme as No. 199 only with a slightly different position.

No. 218
1895
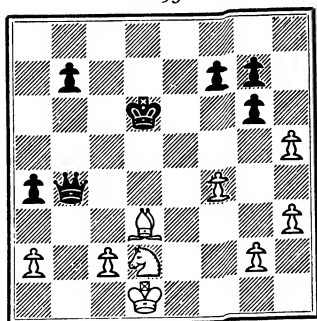
1 P—R 6 !

A preparatory move, blocking this square for Black's Queen.

1   P × P

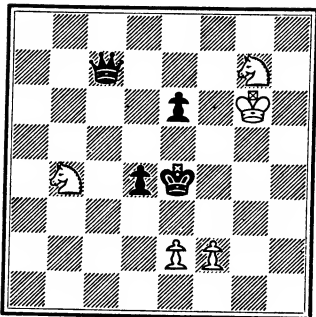......White cannot be allowed to Queen.

2 P—B 3   Q × K B P

......The Queen has no other retreat. (Domination over 26 squares.)

3 P—Kt 3

And Black is forced to sacrifice the Queen.

The note to No. 215 is applicable to this study also.

No. 219

Trudovaja Pravda, 1927

It is difficult to believe that in such a simple study with sparse material the two Knights are victorious and not the Queen.

1 Kt—K 8 !

A quiet move, forcing the Queen to retreat to one of the many, but, alas, all equally unlucky squares.

1		Q—K R 7
		(K B 5, K 4)
2 Kt—B 6 ch		K—K 4
3 Kt—Kt 4 (Q 3) ch		

And wins the Queen.

Or if 2.., K—B 5 ; then 3 Kt—Q 3 mate !

1		Q—R 4
		(R 2, Q 1, K 2)
2 Kt—B 6 ch		K—K 4
3 Kt—B 6 ch		

And wins the Queen.

1		Q—B 6
2 Kt—B 6 ch	K—K 4
3 Kt—Q 3 ch	K—Q 3
4 Kt—K 4 ch	

And wins the Queen.

| 1 | | Q—Kt 1 |
| | | (Kt 3, B 4) |

2 Kt—B 6 ch   K—K 4
3 Kt—Q 7 ch

And wins the Queen.

Although in the centre of the board the position of Black's King is very cramped. This fact permitted the two Knights by co-ordinated play to gain the victory.

No. 220

1895
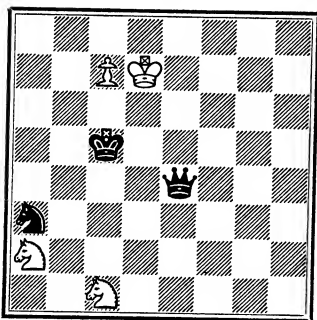
1 Kt—Kt 3 ch   K—Kt 3 !

......Otherwise White checks simultaneously attacking the Queen.

2 P—B 8(Kt)ch! K—Kt 4
3 Kt—Q 6 ch   K—R 5
4 Kt(Kt3)–B5ch K—R 4
5 Kt (B 5) × Q

An original position has been created in which White has a sure win facilitated by the fact that Black's King is surrounded and will be mated on the Q R file not later than on the 14th move.

| | | K—Kt 3 ! |
| 6 Kt—Kt 4 | | K—R 4 |

......(See here the variations.)

| 7 Kt—Q 5 | | Kt—B 7 |

......(See here the variations.)

8 Kt (K 4)—B 3   Kt—Q 5

......Or 8.., Kt—R 6 ; 9
K—B 7, and if K—R 3 ; then
10 K—Kt 8, Kt—B 7 ; 11
Kt—Q B 4 and mate next
move. Or 10.., K—R 4 ; 11
K—Kt 7, and mate next move ;
but if 9.., Kt—B 7 ; 10 K—
Kt 7, Kt—R 6 ; 11 K—R 7.

9 Kt—B 4 ch   K—R 3
10 K—B 8

Threatening Kt—B 7 ch.

10   Kt—K 3
11 K—Kt 8

And mate next move.

---

7   Kt—Kt 4
8 Kt—B 4 ch   K—R 3 !
9 Kt—Kt 4 ch K–Kt 2 (R 2)
10 Kt—B 5 ch
        (B 6 ch) K—R 2 (Kt 2)
11 Kt—B 6 ch
        (B 5 ch) K—R 1
12 Kt—Kt 6 mate

---

7   Kt—Kt 8 ?
8 Kt—B 5   Kt moves
9 K—B 6

And mate next move.

---

7   K moves
8 Kt—B 5 ch   K—R 2

......7.., K—R 5 ; 8..,
K—R 4 ; 9 K—B 6 and mate
next move.

9 K—B 7

And mate in two moves.

---

6   Kt—Kt 8
7 Kt—Q 5 ch   K moves
8 Kt—B 5

And mate in four moves.

---

6   Kt—Kt 4
7 Kt—B 4 ch   K–Kt 2 (R2)
8 Kt—B 5 ch (or B 6 ch) etc.

---

6   K—R 2
7 Kt—B 8 ch   K moves
8 Kt (K 4)—Q 6

And mate in two moves.

Or 5.., Kt—B 7 ; 6 Kt (K 4)
—B 3, Kt—Q 5 ; 7 Kt—B 4 ch,
K—R 3 ; 8 K—B 8, Kt—B 3 ;
9 K—B 7, Kt—Q 5 ; 10 Kt—
Kt 4 ch, K—R 2 ; 11 K—B 8,
K—R 1 ; 12 Kt (Kt 4)—Q 5,
K—R 2 ; 13 Kt—B 7 etc. Or
12.., Kt—K 3 ; 13 Kt—Kt 5
and mate next move.

No. 221
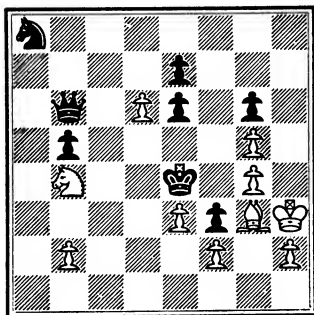
The present study differs from No.
219 only by the fact that here a
Knight appears on K 8 by Pawn
promotion.

1 P × P   Kt—B 2

......It is important to
prevent the Pawn from Queen-
ing as after that White would
get sufficient material advan-
tage for a win.

2 B × Kt   Q × B

......Unexpectedly after
this exchange it has become
useless to play 3 P—K 8 (Q)
because of 3.., Q—R 2 ch ; 4
K—Kt 3, Q—B 2 ch and draw
by perpetual check. Playing
preliminary 3 Kt—Q 5 White
could prevent a perpetual check

and if 3.., K×Kt; 4 P—K 8 (Q) even win. But the thing is that Black instead of capturing the Knight plays 3.., Q—B 8! threatening Q—K B 8 ch, etc. Nevertheless Black is going to get a surprise.
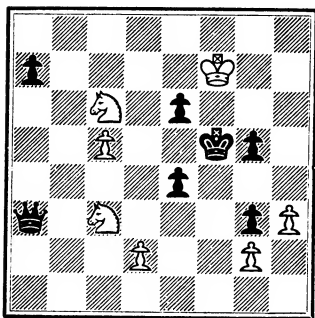
3 P—K 8 (Kt)!   Q—R 2 ch
4 K—Kt 3   Q—R 1
5 Kt—Q 6 ch   K—K 4
6 Kt—B 7 ch

And wins the Queen.

In all the variations here the play is the same as in No. 221; there White's men dominate 23 squares, here 30 squares.

This study like No. 274 proves that domination can be achieved not only by " mechanical " moves but also by moves based on " ideas."

No. 222

1 Kt—K 7 ch   K—K 4 (B 5)
2 Kt—Kt 6 ch

Taking advantage of the King's restrained position. There is no win for White by Queening the Q B P. For example, 2 P—B 6?, Q—B 4; 3 Kt—Kt 5, Q×Kt; 4 P—B 7, if Black's King is now on K 4 the reply is 4.., K—Q 3 and after 5 P—B 8 (Q) Black gets a draw by perpetual checks. 5.., Q—B 8 ch; 6 K—K 8 (otherwise the Knight is lost), Q—Kt 4 ch etc., but if Black's King is now on K B 5 the reply if 4.., Q—Q 2 (Kt 2); 5 P—B 8 (Q), Q×Q; 6 Kt×Q, P—K 6; 7 P×P ch, K×P; 8 moves, K—B 7, etc. In the latter case (1.., K—B 5); 2 Kt—K 2 ch, K—K 4; 3 P—B 6 would lead to 3.., Q—Q 3; 4 Kt—B 3?, Q×P; 5 Kt—Kt 5, Q×P. Also not good is 1 Kt—Q 4 ch?, K—K 4; 2 P—B 6, because of 2.., Q—B 4; 3 Kt (B 3)—Kt 5, P—R 3. Or 3 K—K 8, K×Kt; 4 K—Q 7, P—K 6; 5 P×P ch, K×Kt.

2   K—B 4
3 Kt—K 2

Threatening mate. The same, now and at any other time, the advance of the Q B P would lead to the same results as before. And if now 3 Kt—Q 1? P—K 6; 4 Kt×P ch, K—K 5; 5 P—B 6, Q—Q 3 (B 8) and after winning a Pawn and exchange of Queens Black's King captures the Knight.

3   Q—Q 6!

...... Covering both squares Q 5 and K Kt 6.

But now White wins the Queen by the following manœuvre.

4 Kt—K 7 ch   K—K 4
5 Kt—B 6 ch   K—B 4
6 Kt (K2—)Q4ch   K—B 5
7 Kt×P ch   K—B 4
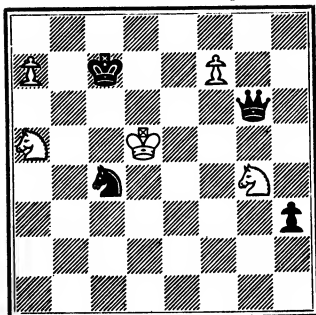8 Kt—K 7 ch   K—K 4
9 Kt—Kt 6 ch   K—Q 4

...... If K—B 4 mate follows next move.

10 Kt—B 4 ch   P×Kt
11 Kt (Kt 6)×P ch
            K×P
12 Kt×Q ch   P×Kt

And White Queens his K R P. Interesting are the Knight moves along the same squares to both sides, recalling the similar Bishop moves in No. 213.

No. 223

Deutsche Schachzeitung, 1912

[*This position (White to play and win) is given as a curiosity. In the original edition there was a fantastic solution almost four pages long—a real labor of love on Troitzky's part. This solution has been omitted in the present edition, since any attempt to solve the ending would merely result in failure and frustration for the unhappy would-be-solver.*]

No. 224
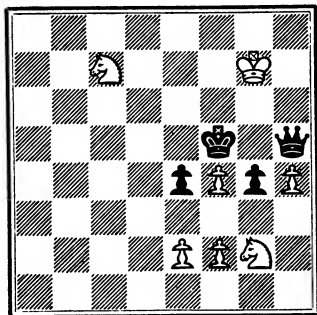
1 Kt—K 3 ch	K × P	
2 Kt (Q B 7)—		
	Q 5 ch	K—K 4
3 Kt—B 6	Q × P	
4 Kt—Q 7 ch	K—K 3 !	

......Or K moves ; 5 Kt—
B 5 (Kt 2) ch.

5 Kt—B 8 ch	K—K 2 (K 4)	
6 Kt—Kt 6 ch		

And wins the Queen.

No. 225

Vetchernaia Moskva, 1933
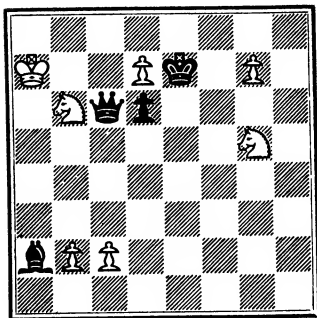
1 P—Kt 3

Nothing is achieved by P—Q 8 (Q) ch, K × Q ; 2 P—Kt 3, Q—K 1 !? For example, 3 Kt—Q 5 (to be able on .., Q—Kt 3 to reply 4 Kt—B 4), B—Kt 8 and draw ; 4 Kt—B 4, B × P ; 5 Kt (B 4)—K 6 ch, K—B 1 ; 6 Kt—B 8, Q—B 3 ; or 4 Kt—B 6, Q—K 6 ch (K 2 ch) with following capture of Knight on K Kt 5 or the Pawn on Kt 7. If 4 K moves, then follows .., B × P and finally if 4 P—B 4, B—B 4 (threatening Q—Q 2 ch) ; 5 Kt—B 6, Q—K 6 (K 2) ch, etc., and White will not be able to queen his Pawn.

1		Q—B 2 ch
2 K—R 6		B × P !

The reason for this sacrifice (it could have been offered also on the previous move) will become clear later (see the note to White's 6th move).

3 P × B   Q—Kt 1 !

An interesting defence ! Black does not fear the continuation 4 Kt—Q 5 ch, K × P because on 5 P—Kt 8 (Q) Black intends a Queen sacrifice Q—Kt 2 or Kt 4 ch, which

results in a draw by stalemate;
and on 5 P—Kt 8 (R), Q×P;
and if 6 R—Kt 7 ch, K—B 1
or K 1.

4 P—Q 8 (Q) ch !

Removing the Queen from
the Q Kt file White smashes
his opponent's plans.

4	Q×Q
5 Kt—Q 5 ch	K—Q 2
6 P—Kt 8 (R) !	

On 6 P—Kt 8 (Q) ? Black
has a subtle defence, prepared
by the Bishop sacrifice on the
second move : 6.., Q—R 1 ch;
7 K—Kt 5, Q—B 3 ch; 8 K—
Kt 4, Q—B 4 ch; 9 K—R 4,
Q—R 2 ch, and draw by per-
petual check. Entirely bad
would have been 6 Kt—B 6
ch ? ?, K—B 3 and mate next
move.

6	Q×R
7 Kt—B 6 ch	K—B 3
8 Kt×Q	

And Queens his Pawn.

If White now had no Pawn
the game would have been a
draw, because White could not
prevent Black's Pawn from
reaching the Q 6 square.

The clever counter-play of
Black forces White to play
with great care and inventive-
ness.

If Black had not sacrificed
his Bishop then after 2.., Q—
Kt 1; 3 Kt—Q 5 ch, K×P;
4 P—Kt 8 (Q), Q×Q; 5 Kt—
B 6 ch, K moves; 6 Kt×Q,
if B—K 8; then (Black's King
being on B 1) ; 7 Kt—K 6,
B×P; 8 Kt—Q 4, B×P; 9
Kt×B. Or 8.., B—K 5; 9
K—R 7 and advances his
Q Kt P.

With Black's King on Q B 3,
White can play at once 7 P—
Kt 4, B×P; 8 P—Kt 5 ch and
9 K—R 7; and with Black's
King on Q 1 (B 2) 7 P—B 3,
B—R 7; 8 Kt—K 6 ch, K
moves; 9 Kt—Q 4, etc.

No. 226

Deutsche Schachzeitung, 1914
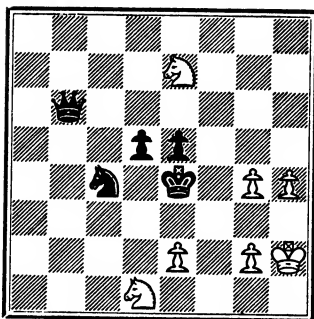
1 Kt—B 3 ch   K—Q 5

If K—B 5 (K 6) then 2 Kt×
P ch, K×P; 3 Kt×Q, Kt×
Kt; 4 P—Kt 3 or Kt 5.

2 Kt—R 4 ! (domination)

As a result of this move there
are twelve variations leading
to loss of Queen :—

2.., Q—K B 3; 3 Kt—
B 5 ch, K—K 5; 4 Kt—B 3
ch, K—B 5; 5 K—R 3 !, P—
K 5 (Q×Kt; 6 P×Q); 6
Kt×P ch, K—K 4; 7 Kt×Q,
K×Kt; 8 K—Kt 3, etc. Or
3.., Q×Kt; 4 P×Q, Kt—
Q 3; 5 P—B 6, and White
advances the Pawns on the
King's side.

2.., Q—Q 3; 3 Kt—B 5 ch,
etc.

2.., Q—R 4; 3 Kt—B 6 ch,
K—K 6; 4 Kt×Q, Kt×Kt;
5 P—Kt 5 ! (The only way to
win. Although White has two
Pawns more Black will be
saved, thanks to the centre
Pawns, if White plays other-
wise); Kt—B 3; 6 P—Kt 5,
Kt—K 2; 7 P—Kt 7 and
wins. If Black on the third
move retreats the King K—K 5
(instead of K 6) then after the
exchange of Queen and Knight
White's fifth move will not be
5 P—Kt 5 (to which Black has
the good reply K—B 4) but
5 K—Kt 3, taking advantage
of the fact that Black, to

capture the K P, has now to lose an extra tempo in comparison with the previous play.

2.., K—K 5 (considering it unavoidable to give the Queen against the Knight Black tries at once to bring the King nearer to White's Pawns); 3 Kt×Q, Kt×Kt; 4 P—Kt 5 and wins as Black's King cannot reach the K B 4 square. If 2.., K—K 6; 3 Kt×P ch and 4 Kt (R 4)×Q, etc.

All other possible retreats of Black's Queen lead after 3 Kt—K B 5 ch, K—K 5; 4 Kt—B 5 (B3) ch. Or 3 Kt—B 6 ch to loss of Queen and White is left with two Knights.

No. 227

Eskilstuna Kuriren, 1917
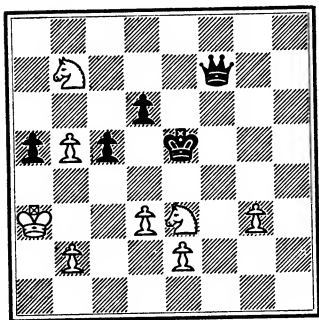
In this study as in the previous one the position of Black's pieces is not so free as it appears to be.

1 Kt—Kt 4 ch

As usual with Knights' attacks it is important to which square the attacked King retreats, black or white. In the present position Black's King has two squares for retreat. In both cases loss of Queen follows, which has 23 squares for retreat in one case and 19 squares in tne other case.

1   K—Q 5

2 Kt—Q 8

And wins the Queen by 3 Kt—B 6 ch (K 6 ch) and following 4 Kt (B 6)—K 7 ch or Kt—K B 6 ch (K 3) ch.

———

1   K—Q 4
2 Kt—Q 8 !   Q—Kt 3 !
......The best of possible 19 retreats for the Queen. If for example Q moves, 3 Kt—B 6 ch or 3 Kt—K 3 ch.
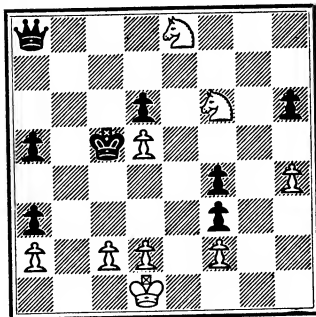
3 P—K 4 ch   K—Q 5
4 Kt—B 6 ch   K×P
5 Kt—K 5 ch   P×Kt
6 Kt×P ch

And wins the Queen.

In this study two positions (of study No. 221 and No. 226) are combined with the same allocation of the Knights.

No. 228

Bohemia, 1912

1 Kt—Q 7 ch   K—Q5(Kt5)
......If the King moves otherwise a fork and check with the Knight decides at once.

2 P—B 3 ch   K—Q 6 !
......Or K—K 5; 3 Kt×P ch, K×P; 4 Kt—Kt 6 ch.

3 Kt×P

And now in this position Black has no satisfactory defence against the threatened mate with the Knight on K 5 or Q B 5. Compare with the position in No. 155 after 3 Kt—Q 6.

3   Q × P
......This defence is not sufficient.

4 Kt—B 4 !
Threatening if Black moves now a Pawn with 5 Kt (B 4)—K 5 ch, K—K 5 ; 6 Kt—B 6 ch winning the Queen, and if 4.., K × Kt ; 5 Kt—Kt 6 ch; if 4.., K—K 5 ; 5 Kt—B 6 ch. Not good for White was here 4 Kt—K 4 ? (instead of 4 Kt—B 4 !) because of Q × P.
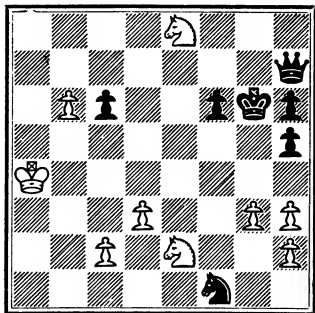
4   Q—R 1
......There are other retreats for the Queen about which see later.

5 Kt (B4)—Kt 6
Attacking the Queen, at the same time threatening again mate with Kt—B 5.

5   Q—B 3
6 Kt—K 5 ch
And wins the Queen.
If 4.., Q—Q Kt 4 or K B 4, then 5 Kt (Q 7)—K 5 ch, K—K 5 ; and 6 Kt—Q 6 ch, and if 4.., Q—Kt 1 (K3, R 4) ; then 5 Kt (B 4)—K 5 ch, K—K 5 ; 6 Kt—B 6 ch or Kt—B 5 ch winning the Queen.

No. 229

The cramped position of Black permits White to make use of his two advantages : two well-placed Knights and the strong Q Kt P.

1 Kt—B 4 ch   K—B 4
......If K—B 2 ? ; 2 P—Kt 7. If K—Kt 4 ? ; 2 Kt—K 6 ch, K—B 4 ; 3 P—Kt 7

and now 3.., Q—Kt 1 is useless as the diagonal K Kt 1/ Q R 7 is obstructed by the Knight.

2 P—Kt 7   Q—Kt·1 !
......As the Pawn cannot be captured because of 3 Kt—Q 6 ch. Black endeavours to prevent indirectly the Queening.

3 P—Kt 8 (Q) !
......White sacrifices relying on the strength of his position after having given up the just promoted Queen.

3   Q—R 7 ch
4 K—Kt 4   Q—Kt 7 ch
5 K—B 5 !   Q × Q
......Black has succeeded, but now the Queen has become vulnerable to the attacks of the Knight on K 8.

6—14 Kt—Kt 7 ch, K 6 ch, Q 4 ch, B 3 ch, R 4 ch, Kt 6 ch, K 7 ch, × P ch, and × Q.
Interesting is the finishing looping manœuvre of the Knight, Derdle called it " equilibristic." First the Knight moves away from the Queen and then comes back again at the same time walking around Black's King. Compare with the manœuvre of No. 156.

No. 230

L'Echiquier, 1930
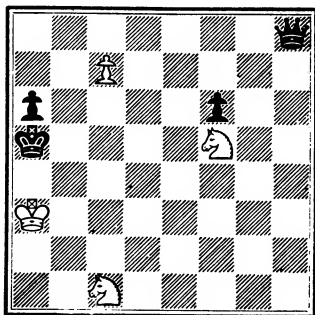
1 Kt—Q 6   Q—K B 1
......To reply to 2 P—B 8 (Q) with Q × Kt ch.

2 P—B 8 (Kt) !   Q×Kt (B 1)
3 Kt×Q and wins

> For example, 3.., P—B 4 ;
> 4 Kt—Q 6, P—B 5 ; 5 Kt—
> Q 3, P—B 6 ! ; 6 Kt—K 5
> (threatening mate next move,
> Kt (K 5)—B 4 mate)', K—Kt 3;
> 7 Kt×P, etc.

_____

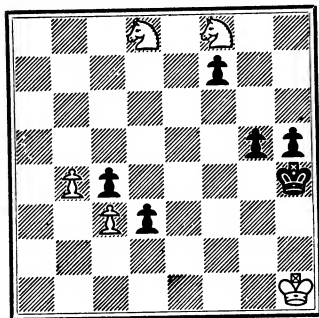2   Q×Kt ch
3 Kt×Q and wins

> For example, 3.., P—B 4 ;
> 4 Kt×P, K—Kt 4 ; 5 K—
> Kt 2, and the Knight from
> K B 5 moves to Q R 3.

2   Q—Kt 1
3 Kt—Kt 3 ch   Q×Kt ch
4 K×Q   P—B 4
5 Kt×P etc.

_____

1   P—B 4
2 Kt—Kt 3 ch   K—Kt 3
3 P—B 8 (Q), etc.

No. 231

Deutsche Schachzeitung, 1913

White's plan is : taking advantage
of the not quite happy position of
Black's King cramped by his Pawns
on the edge, to stop Black's Q P,
and if not successful to prepare a
position in which two Knights
would be stronger than the Queen.

1 K—Kt 2

> Approaching Black's Q P at
> the same time still more
> cramping the position of
> Black's King.

1   P—Q 7
2 Kt×P   K—Kt 5
3 Kt—K 5 ch   K—B 5

> ......But certainly not K—
> B 4 because of 4 Kt×P, and
> the threat of 5 Kt—K 3 ch,
> which would be disastrous.
> For example, 4.., P—Q 8 (Kt);
> 5 P—Kt 5, etc.

4 Kt×P !   P—Q 8 (Q)

> ......White could not hin-
> der the Queening of Black's
> Pawn, but the position is in
> White's favour.

5 Kt—K 6 ch

> The second Knight enters
> the battle.

5   K—K 5
6 Kt×P ch   K—Q 6 !
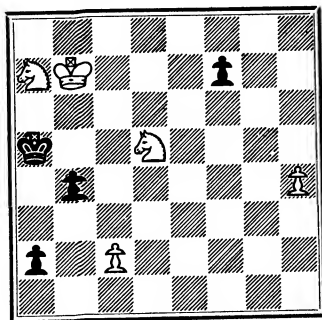
> ......Or K—B 5 ; 7 Kt—
> R 3 ch, etc.

7 Kt—Kt 2 ch   K×P
8 Kt×Q ch   K×P
9 Kt—R 3

> With a theoretically winning
> end-game for White.
>
> Compare with No. 234.

No. 232

Eskilstuna Kuriren, 1916

1 Kt—Kt 6

> White plays for a mate,
> which Black can prevent only
> by sacrificing the Queen.

1   P—R 8 (Q)
......If 1.., P—R 8 (Kt)? is obviously a loss. Not good is 1.., P—Kt 6 because of 2 Kt—B 6 ch and 3 Kt—Q 4 ch, etc., also bad is 1.., P—B 4; 2 Kt—B 6 ch, K—Kt 4; 3 Kt—Q 5 ch, K—B 4; 4 Kt—Kt 3 ch, K—Q 3; 5 P—R 5, K—K 3; 6 Kt—Q 5! etc.

2 P—B 4   P×P e.p.
......2.., Q—B 3 (R 8 ch) gives no help. After 3 Kt—B 6 ch, Q×Kt; 4 K×Q, P—Kt 6; 5 Kt—Q 5, P—Kt 7; 6 Kt—B 3, K—Kt 5; 7 Kt—Kt 1, K—Kt 6; 8 P—R 5, K—B 7; 9 P—R 6!, K×Kt; 10 P—R 7, K moves; 11 P—R 8 (Q), P—Kt 8 (Q) White exchanges Queens and advances his Pawn to Queen.

Accepting the sacrificed Pawn the long diagonal is obstructed and Black's Queen becomes vulnerable to the attacks of White's Knight (R 7).

3 Kt—B 6 ch   K—Kt 4
4 Kt—Q 4 ch   K—B 4
......Or K—Kt 5; 5 Kt—B 2 ch, K—Kt 6; 6 Kt×Q ch, K—Kt 7; 7 Kt—R 4 ch, etc.

5 Kt—Kt 3 ch   K—Q 3
6 Kt×Q   K—K 4
7 Kt—B 4 ch!   K—B 5
                (B 4, B 3)
8 Kt—K 3! and wins

No. 233
500 Endspielstudien
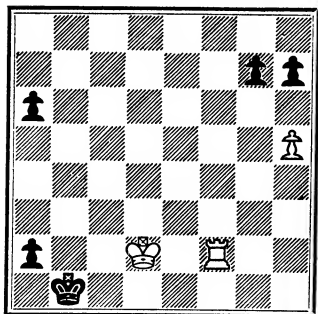
The position has the appearance of being taken from a game. Obviously White cannot prevent Black from Queening his Q R P. Therefore White must base his combination on a mating threat, bringing his King to Q Kt 3. That cannot be done at once: 1 K—B 3, P—R 8 (Q); 2 K—Kt 3 on account of Black's reply 2.., Q—B 3. Consequently White sacrifices a Pawn to remove Black's Pawn from K Kt 2 where it protects the K B 3 square.

1 P—R 6!   P×P
......Clearly not 1.., P—R 8 (Q)?; 2 R—B 1 ch, 3 R×Q and 4 P×P.

2 K—B 3   P—R 8 (Kt)
......Black has grasped the situation. 2.., P—R 8 (Q); 3 K—Kt 3 and Black is immediately lost. Nor does the Knight help Black much. Without the Q R P White would win easily, keeping his Rook on the second rank and holding Black in *Zugzwang*.

3 R—Kt 2 ch   K—B 8
4 R—Q R 2   K—Kt 8
5 R×P   P—R 4
......Black cannot escape the *Zugzwang* 5.., Kt—B 7; 6 R—K 6, P—R 4 (or Kt—R 8 or K—B 8 ?); 7 R—K 2, but if 6.., Kt—R 6?; 7 R—K 1 ch; 8 R—K 2 ch and 9 K—Kt 3.

6 R—R 4   P—R 3
......Or Kt—B 7; 7 R—K 4, etc.

7 R—K R 4   K—R 7
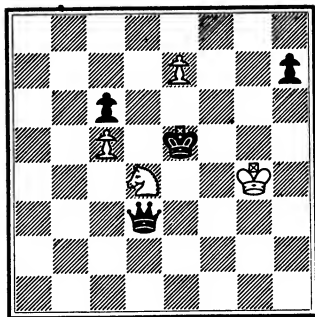8 R—R 2 ch   K—R 6
9 R×P   K—R 7
......Or Kt—Kt 6?; 10 R—Q Kt 5.

10 R×P   K—Kt 8
11 R—R 2 and wins!
The idea of sacrificing a Pawn on the first move is related somewhat to the famous theme of Behting. Instead of closing a diagonal which is characteristic of the Behting theme, here on the contrary it opens a diagonal but leaves Black's Queen no square of attack.

No. 234
Deutsche Schachzeitung, 1912

1 Kt × P ch   K—B 3 !

2 P—K 8 (Kt) ch !
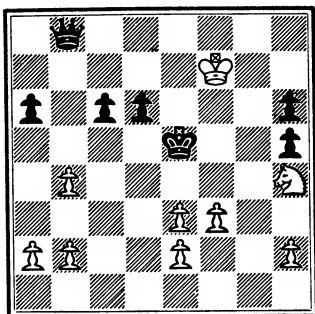
Only a second Knight enables White to win Black's Queen.

2   K—K 3
3 Kt—Kt 7 ch   K—Q 4
4 Kt—Kt 4 ch   K × P
5 Kt × Q ch   K—Q 5
6 Kt—B 4 and wins

───────

3   K—B 3
4 Kt—R 5 ch   K moves
5 Kt—B 4 ch or Kt—K 5 ch

And wins the Queen.

See the treatise "Two Knights against Pawns" position 10, out of which the present study emanates.

No. 235
500 Endspielstudien

1 Kt—Kt 6 ch   K—Q 4 !

......If K—B 4 ? follows mate in two moves.

2 P—Kt 3 !

An unexpected quiet move. Although White threatens to win the Queen after 3 Kt—K 7 ch and 4 Kt—B 6 ch it seems that Black has easy defences in giving check, capturing the Pawn or simply moving the Queen anywhere. But as a matter of fact, there is no salvation

2   Q × P
3 Kt—B 4 ch   K—B 4 (K 4)
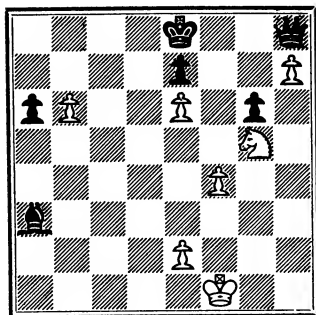4 Kt—Q 3 ch

And wins the Queen.

───────

2   Q—Kt 3
                       (R 2 ch)
......Or Q—R 1, etc.

3 K—B 6   Q × K P
......Or Q—Q 1 ch; 4 Kt
—K 7 ch, etc.

4 Kt—K 7 ch   K—Q 5
5 Kt—B 5 ch

And wins the Queen.

Two echo-variations

No. 236
Trud, 1935

1 P—Kt 7   B—Q 3
......Bad is 1.., K—B 1 ;
2 P—Kt 8 Q) ch, K—Kt 2 ;
3 Q—K 5 ch and Black's Queen is lost.

2 Kt—B 7   Q—R 8 ch

......This check enables Black to save the Bishop. If 2.., Q×P; 3 Kt×B ch, P× Kt; 4 P—Kt 8 (Q) ch winning Black's Queen with the next move.

3 K—Kt 2   B×P

......This Pawn must be taken. If 3.., B—B 2 or Kt 1; 4 Kt—K 5 and White's Knight obstructs the long diagonal of Black's Queen. 4.., K—Q 1; 5 P—R 8 (Q) ch, K—B 2; 6 Q—Q B 8 ch, etc. But on the other hand as now both Black's pieces have passed the intersecting point (the K 4 square) the White Knight needs no protection.
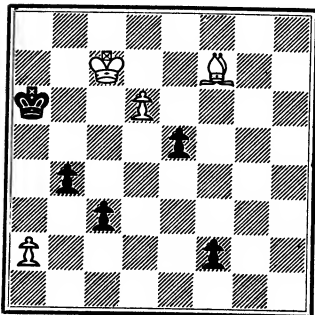
4 Kt—K 5 !

This is the theme of the Austrian problem composer Plachutta, discovered in 1858. The idea is that two equally moving pieces obstruct one another when an opponent's piece is captured on the intersecting point of their respective lines of action.

4   B×Kt
5 P—R 8 (Q) ch B×Q
6 P—Kt 8 (Q) mate

———

4   Q×Kt
5 P—Kt 8 (Q) ch Q×Q
6 P—R 8 (Q) mate

No. 237

Magyar Sakkvilag

Black's passed K B P and Q B P are very strong but Black's King is badly placed.

1 B—B 4 ch   K—R 2

......Or K—R 4; 2 P— Q 7, P—B 8 (Q); 3 B×Q, P—B 7; 4 P—Q 8 (Q), P— B 8 (Q) ch, and White mates in three moves.

2 P—Q 7   P—B 8 (Q) !

......If .., P—B 7; then 3 P—Q 8 (Q) and mate next move.

3 B×Q   P—B 7
4 P—Q 8 (Kt) !

White promotes the Pawn to a Knight to build up a mating net, which is impossible with 4 P—Q 8 (Q) ? because of Black's reply P—B 8 (Q) ch.
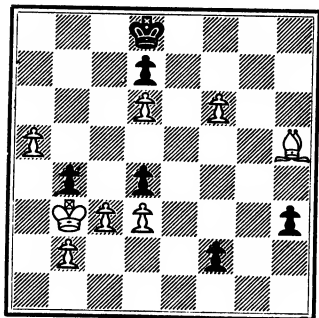
4   P—B8(Q)ch
5 Kt—B 6 ch   K—R 1
6 B—R 6   Q×Kt ch
7 K×Q and wins

No. 238

1 P—R 6

If P—B 7 ?, P—B 8 (Q); 2 P—R 6, P—R 7; 3 P—R 7, Q×P ch; 4 B×Q, P—R 8 (Q) and if 1 B—K 2 ? then K— K 1 !; 2 P—R 6, P—R 7, etc.

1   P—R 7

......If P—B 8 (Q); then 2 P—R 7, Q—Kt 7; 3 P—B 7, Q—Q 4 ch; 4 P—B 4 (but not K—B 2 ?, P—Kt 6 ch with

perpetual check) and if 1 . .,
K—B 1 ; 2 B—K 2, P—R 7 ;
3 P—B 7, etc.

2 P—R 7

If B—B 3 ?, P—B 8 (Q) ; 3
P—R 7, Q×B ; 4 P—B 7,
Q×P ch.

2 ⋯⋯ P—R 8 (Q)
3 P—B 7 P—B 8 (Q)

⋯⋯If Q—Q 4 ch ; 4 P—
B 4 !, P—B 8 (Q) ; 5 P—B 8
(Q) ch !, Q×Q ; 6 P×Q, Q×P;
7 P—R 8 (Q) ch, and must win.
But not 5 P×Q ? because of
Q×P ch, etc.

4 B—B 3

And one of the passed Pawns
Queens with mate. For
example :—

4 ⋯⋯ Q (R 8) ×B
5 P—B 8 (Q) ch Q×Q
6 P—R 8 (Q) mate

———

4 ⋯⋯ Q (B 8) ×B
5 P—R 8 (Q) ch Q×Q
6 P—B 8 (Q) mate

Another variety of the
Plachutta theme. Both equally
moving pieces hinder one
another along the diagonal and
rank respectively. To stop the
Pawns it would have been
sufficient for Black to promote
the K B P to a Rook and the
K R P to a Bishop. In that
case it would become the
Nowotny theme.

No. 239
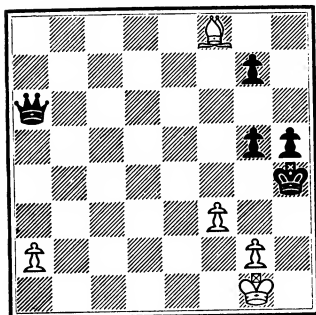
The position of Black's King is so
bad that even the colossal material
advantage does not save the game.

1 K—R 2 Q×P

⋯⋯Not helpful is P—
Kt 5 ; 2 B—K 7 ch, P—Kt 4 ;
3 P—Kt 3 mate.

2 B×P

Threatening 3 B—K 5 and
if B—Kt 3 mate. If at once
2 B—Q 6 ? then P—Kt 5 ; 3
B—K 7 ch, P—Kt 4.

2 ⋯⋯ Q—K 7

⋯⋯If Q—Q 7 ; then 3
B—K 5, Q—B 5 ch ; 4 P—
Kt 3 ch !

3 B—B 3 !

But not 3 B—Q 4 ?, Q—
K 8 ! ; 4 B—K 3 ?, Q—K 7.
Alternatively Black could here
at once force a draw by 4 . .,
Q—Kt 6 ch, etc.

3 ⋯⋯ Q—K B 7 !
4 B—K 5

And Black's Queen is forced
to surrender the fatal square
of K Kt 3.

(The only possible alterna-
tive is 4 . ., P—Kt 5 which is
also followed by 5 B—B 6
mate.—The Translator.)

———

1 ⋯⋯ Q—K 7
2 B×P Q—K 8 !
3 B—B 3 ! Q—K 7

⋯⋯If Q—Kt 6 ch ? ; then
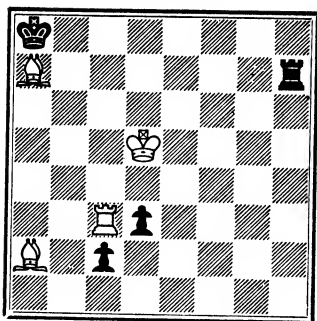4 K—Kt 1, Q moves ; 5 B—
K 1 ch and wins.

4 P—R 4

And advances the Pawn to
Queen.

In the first variation Black,
capturing the Pawn loses a
tempo, and after 2 . ., Q—K 7 ;
3 B—B 3 comes into *Zugzwang*.

In the second variation, on
the contrary, White after 3
B—B 3, Q—K 7 comes into
Zugzwang but is saved by the
passed Pawn.

No. 240

This study represents the so-called Roman idea often found in problem compositions. The principle is: a Black piece which in the initial position had a good defence against White's threat is deflected in such a manner that when the same threat reappears, Black, to put up his defence, has to weaken his position.

1 B—K 3   P—Q 7 !
......If R—Q 2 ch ; 2 K—B 6, P—Q 7 ; and now White besides 3 B × P can play 3 R—R 3 ch and 4 B—B 4 ch winning at once.

2 B × P   R—Q 2 ch
3 K—B 6   R × B
4 K—B 7 !

If B—Q 5 ? then K—Kt 1 with a draw.

4   P—B 8 (Q) !
......If R—Q 6 ; then 5 R × P and wins. For example, R—Q R 6 ; 6 K—Kt 6, K—Kt 1 ; 7 B—Kt 6 ; or 5.., R moves ; 6 B—Q 5 ch and 7 R—R 2 ch ; or 5.., K—R 2 ; 6 B—Kt 3, etc.

5 B—Q 5 ch ! !

This move expresses the idea of the study. (Compare with the first move of No. 331.) If 5 R × Q ? then after 5.., R × B Black is saved from mate on the Q R file. After the Rook has captured the Bishop on Q 5 the Rook can still protect the Q R file, but at the same time Black's position will be weakened.

5   R × B
6 R × Q   R—Q R 4
7 K—Kt 6 !

This is the point   With the Rook on Q R 7 White could not make this move without losing a tempo. But now to prevent immediate mate Black must give up the Rook.
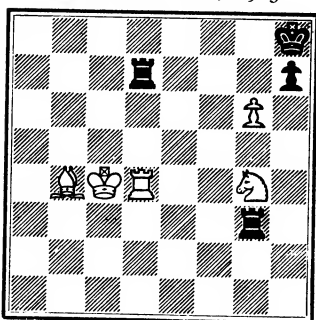
---

5   K—R 2
6 R × Q   K—R 3
7 K—B 6   K—R 4

......If K—R 2 ; 8 R—R 1 ch, K—Kt 1 ; 9 K—Q 6, etc.

8 K—B 5 and wins

No. 241

Shahmatni Listok, 1923

The position of Black's Rooks and King gives White a chance to succeed with a mating combination.

1 P—Kt 7 ch   R × P

......Shows at once the unfortunate position of Black's Rook on Q 2 as it does not allow the Pawn to be captured by the King.

2 R—Q 8 ch   R—Kt 1
3 R × R ch   K × R

......Apparently the King frees himself.

4 Kt—R 6 ch   K—R 1

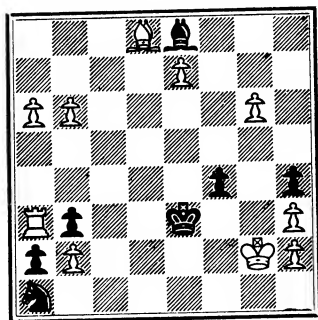......Alas ! K—Kt 2 is impossible because of 5 Kt—B 5 ch winning the Rook.

5 B—B 5 !	R—Kt 2 !
6 B—Q 6 !	R—Kt 4

......Or R moves ; 7 B—
K 5 ch and 8 Kt—B 5.

7 Kt—B 7 ch

And wins the Rook.

An interesting finish. Black's Rook, having nearly the whole board at his disposal, is powerless against the Bishop and the Knight, which holds Black's King in a vice.

No. 242

Shahmatni Listok, 1923

White is in a defensive position as mate is threatened in a few moves.

1 P—Q Kt 7

To bring the Bishop into play.

1	P—B 6 ch
2 K—R 1 !	P—B 7 !

......If 2.., B—B 3 ; 3 B—Kt 6 ch and 4 K—Kt 1.

3 B—Kt 6 ch	K—K 7
4 B×P	K×B

......After the exchanges Black still threatens to mate with the next move.

5 P—Kt 8 (Kt)	Kt—B 7
6 R—R 5	Kt—R 6 !

......Or 6.., B×P ; 7 P—K 8 (Q), B×Q ; 8 P—R 7, Kt—R 6 ; Black plays for a draw by stalemate.

7 R×Kt	B×P

......If 7.., B—Kt 4 ; 8 P—R 7 (but not 8 P—Kt 7 ?, B—K 7 !).

8 P—K 8 (R) !

Certainly not 8 P—K 8 (Q)?, B—K 5 ch ; 9 Q×B, P—R 8 (Q) ch ; 10 R×Q, stalemate.

8	B×R
9 P—R 7	B—Kt 3 !

......If 9.., B—B 2 or R 4 ; 10 P—R 8 (Q). But if White after the text-move plays 10 P—R 8 (Q) ?, B—K 5 ch ; 11 Q×B would lead to a stalemate.
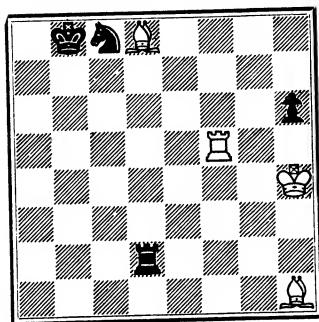
10 P—R 8 (B) ! and wins

1 R—R 5 ?	P—B 6 ch
2 K—R 1	P—B 7
3 K—Kt 2	Kt—B 7
4 R—K 5 ch	

Leads to a draw.

No. 243

Shahmati v. S.S.S.R., 1934

1 R—Kt 5 ch	Kt—Kt 3 !

......If K—R 2 ? ; 2 R—R 5 ch and 6 R—R 8 mate.

2 B×Kt	R—R 7 ch
3 K—Kt 4	R×B
4 B—Kt 1 dis ch	K—B 2
5 R—Kt 1	

White's Rook is placed in ambush to win Black's Rook

when the Bishop checks the King.

5	K—Q 2
6 R—K 1	

Black's King must be hindered to reach the diagonal Q R 2/K Kt 8.
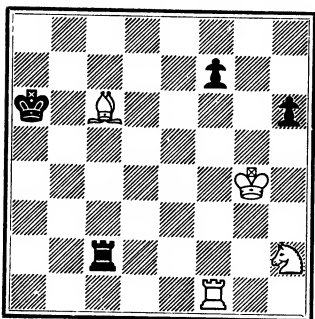
6	K—B 3
7 R—Q 1	K—Kt 4
8 R—B 1	K—R 5
9 R—Kt 1	

Forcing Black's King to move to a black square, after which comes a check with the Bishop.

The exchange could not be avoided by 1 B—Q 5 ?, Kt—Q 3 ; 2 R—K 5 (R—K R 5, R—R 7 ch) ; 3 Kt—B 5, etc.

No. 244
Shahmati v. S.S.S.R., 1934

1 R—B 6	R×Kt
2 B—Kt 2 dis ch	K—R 2 !

......Or K—Kt 4 (R 4) ; 3 R—B 5 ch, K moves ; 4 K—Kt 3.

3 R×P ch	K—Kt 3
4 R—B 2	K—B 2
5 R—Q 2	K—Kt 3
6 R—B 2	K—R 4
7 R—Kt 2	

And Black loses the Rook after White has given a check with the Bishop.
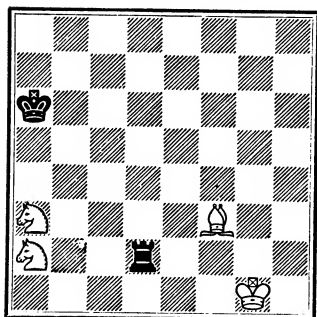
No. 245
L'Echiquier, 1927
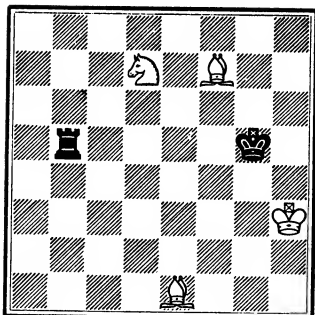
1 B—Q 2 ch	K—B 4
2 B—Q B 4	R—Kt 7 !

......If R—Kt 2 ; 3 B—Q 3 ch, K—K 3 ; 4 Kt—B 5 ch

3 B—Q 3 ch	K—K 3
4 B—B 3	R—K B 7 !
5 K—Kt 3 (domination)	
5	R—B 2
6 B—B 4 ch	

And wins the Rook.

No. 246
L'Echiquier, 1927

1 Kt—Kt 4 ch	K—R 2 !
2 Kt—B 4 (domination)	
2	R—Q 2 !
3 Kt—B 6 ch	K—Kt 2 (R 1)
4 Kt—K 5 dis ch	

And wins the Rook.

No. 247

L'Echiquier, 1927
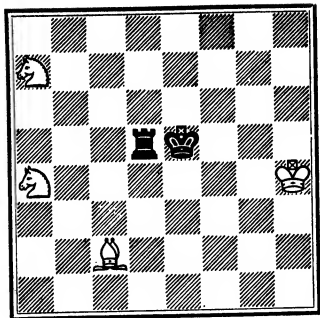
1 Kt—Kt 6	R—Q 5 ch
2 K—Kt 5 (domination)	
2	K—K 3
3 B—Kt 3 ch	K moves
4 Kt—Kt 5 (B 6) ch	

And wins the Rook.

If 2.., R—K 5 (B 5); 3 Kt—B 6 ch.

No. 248

L'Echiquier, 1927
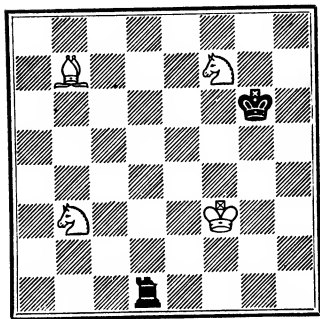
1 K—K 2	R—K Kt 8
2 K—B 2	R—Q 8
3 B—B 3 (domination)	

And wins the Rook.

No. 249

64, 1926
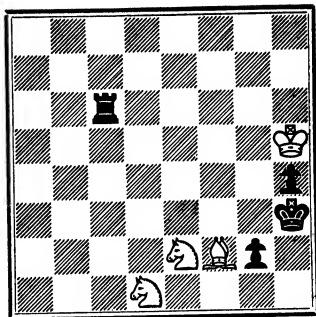
1 B—Kt 1	R—B 3 !
2 Kt—B 2 ch	R × Kt
3 B × R	P—Kt 8 (Q) !
4 B × Q	

If Kt × Q ? ? then K—Kt 7; 5 B—R 7, P—R 6; draw.

4	K—Kt 7
5 K—Kt 4 !	P—R 6
6 B—R 2 !	K—R 8 !

......If K × B; 7 K—B 3 (see ninth move).

7 K—B 4 !

If 7 K—B 3 ? gives nothing.

7	K—Kt 7
8 K—K 3	K × B

......Now this is forced.

9 K—B 3

With Black's King on R 7 only this move is correct to have a tempo for the Knight manœuvre.

9	K—R 8
10 K—B 2	

And White mates in five moves.

This is the position: *Bonus socius.* See treatise " Two Knights against Pawns."

No. 250
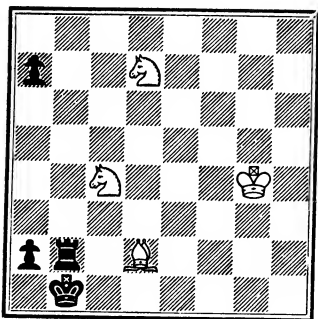
This study as well as No. 272 represents the Indian theme.

1 Kt—R 3 ch   K—R 8
2 B—B 3   P—R 4 !
     .....If P—R 3 ? then mate in two moves.

3 B—B 6 !

This move expresses the idea of the study. (Compare with the fourth move of No. 272.)

White intends to play Kt—K 5. This cannot be done at once because after Black has played P—R 5 White is forced to unpin Black's Rook or to move the Knight from Q R 3 otherwise it would be stalemate. One thing is as bad as the other. For example, 3 Kt—K 5 ?, P—R 5 ; 4 Kt—B 4, K—Kt 8 ; 5 B×R, P—R 6 gives a draw. But not 5.., P—R 8 (Q) ? ; 6 B×Q, K×B ; 7 Kt—R 3, and White wins.

Discounting this, White preliminarily moves the Bishop higher up along the long diagonal beyond the K 5 square ; if now the Knight moves to K 5 the long diagonal is obstructed and there is no stalemate as Black can move.

INDIAN THEME.

For the same idea the Bishop could be moved to K Kt 7 or K R 8 but there the Bishop would be exposed to the attack by Black's Rook which is unpinned by the Kt—K 5 move. For example, 3 B—R 8 ?, P—R 5 ; 4 Kt—K 5, R—Kt 1

(but not R—R 7 ? after which White is able to correct his mistake by 5 B—B 6, K—Kt 7 ; 6 Kt—B 3 dis ch, K×Kt ; 7 Kt×R, K—Kt 6 ; 8 Kt—B 3 (B 1), K—B 7 ; 9 K—B 4 (B 3), K—Kt 8 ; 10 Kt—Q 2 ch and wins.) 5 B—B 6, K—Kt 7 ; 6 Kt—B 6 (Q 7) dis ch, K×Kt, etc., draw.

3   P—R 5
4 Kt—K 5   R—Kt 3
               (K B 7)
5 Kt—Q B 6
  (K B 3) dis ch   R—Kt 7
6 Kt—Q 4   R—Kt 7 ch
                 (Kt 5)
7 K—B 3   R—Kt 7
               (or moves)
8 Kt (Q 4)—Q B 2 dis ch etc.

If Black on the fourth move plays 4.., R—Kt 7 ch ; then 5 K—B 3, R—Q Kt 7 ; 6 K—B 3, R—Kt 3 ; 7 Kt—B 6 dis ch, R—Kt 7 ; 8 Kt—Q 4, etc.

Although the Indian Theme is shown here as well as in No. 272 in the form of a mating combination, this is still a study and not a problem, as mate cannot be achieved in a given number of moves.

No. 251

Trudovaia Pravda, 1927
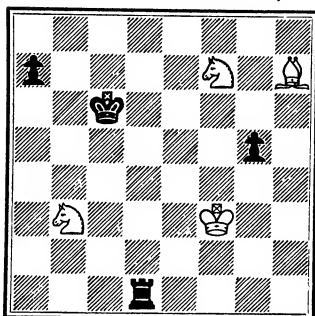
1 K—K 2 (domination)
1   R—K Kt 8
2 K—B 2 (dom.)   R—Q 8
3 B—B 2 (dom.)   R—Q 4

4 B—K 4

If Black had no Pawn on
Q R 2 and the K Kt P would
stand on K Kt 2 the endgame
two Knights against Pawn
could be avoided now by
moving 4.., P—Kt 4, but on
the other hand White after a
few moves wins the Rook and
keeps his three pieces placing
Black in *Zugzwang*. As it is
now Black forces the exchange
Bishop for Rook.

4		P—R 4 !
5	Kt—K 5 ch	K—Q 3
6	Kt—B 4 ch	K—K 3
7	B × R ch	

This is now forced.

7		K × B
8	Kt—R 3 or Kt (Kt 3)—Q 2	

And wins two Knights
against Pawn on Q R 5.

No. 252
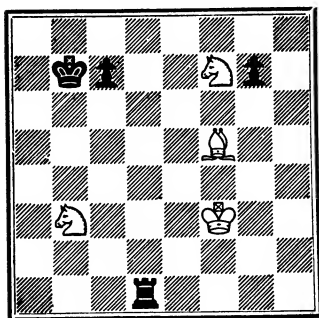
1	K—K 2 (dom.)	R—K Kt 8
2	K—B 2 (dom.)	R—Q 8
3	K—B 2 (dom.)	R—Q 4
4	B—K 4	P—B 3 !

If K—B 3 it will be clean
loss of the Rook.

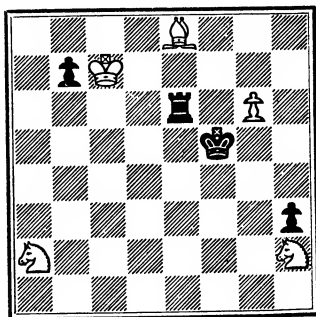| 5	B × R	P × B
6	Kt—Q 4	

Gives the easiest winning
continuation for White.

Differs from the previous
study only by the position of
Black's King. Compare also
with No. 248. All three studies
have the Knights on exactly
the same squares.

No. 253
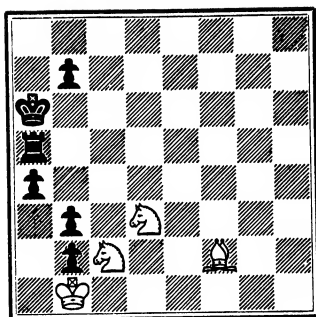
1	Kt(Q3)—Kt4ch	K—Kt 4
2	Kt—R 3 ch	K × Kt
3	B—K 1 ch	K × Kt
4	B × R	P—Kt 3
5	B—Q 2 (K 1)	P—Kt 4
6	B—B 3	P—Kt 5
7	B × P (Kt 2) mate	

3		K—B 4
4	B × R	P—Kt 4

......If P—Kt 3 ; 5 B—
K 1 (Q 2).

5	K × P	

And White must win.

No. 254

White has excellent but badly
placed forces, and has to exchange
Bishop and Pawn for the Rook,
after which, is left with two Knights
against Pawns. Both Pawns do not
give an unconditional win. Never-
theless White succeeds in creating
a position in which Black loses.

1 B—Q 7

Not good is B—B 7 ?, R × P; 2 B × R ch, K × B; and if 3 K—Kt 6 then Black's King goes for the Knight on K R 2.

1   K—K 4 !

......If K—B 3 ? then 2 P—Kt 7.

2 B × R   K × B
3 Kt—Q B 3 !

The Q Kt P cannot be stopped. For example, 3 K—Kt 6 ?, K—B 3; 4 Kt—Q B 3, K × P; 5 Kt—K 4, K—B 4; 6 Kt—B 2, K—B 5; 7 Kt × P ch, K—Kt 6; or 5 Kt—Kt 5, K—B 4; and moves to K Kt 6.

3   K—B 3

......If P—Kt 4; then 4 Kt × P, but not 4 Kt—Q 5 ?, P—Kt 5; 5 Kt—Q 8, P—Kt 6; 6 K—K 8, P—Kt 7; 7 P—Kt 7, P—Kt 8 (Q); 8 P—Kt 8 (Q) ch, K—Q 3, threatening exchange of Queens or to win a Knight. If 3.., P—Kt 3 ?; 4 Kt—Kt 5 and White's King moves towards K Kt 3, leading to the endgame two Knights against a Pawn on Q Kt 3.

4 K—Q 6 (Q 7)   K × P

......If K—Kt 2; then 5 Kt—Kt 5.

5 K—K 6

And here not 5 Kt—Kt 5 ?, K—B 4, etc.

5   K—Kt 4
6 K—K 5   P—Kt 4

......Now this move is forced. If .., K—Kt 3; then 7 Kt—Kt 5, K—B 2; 8 K—B 4, K—K 3; 9 K—K Kt 3, K—Q 4; 10 Kt—K B 3, K—B 4; 11 Kt (K B 3)—Q 4.

7 Kt × P

The result is a winning endgame position for White: two Knights against a Pawn on K R 6 (but only if Black is to move). For example :—
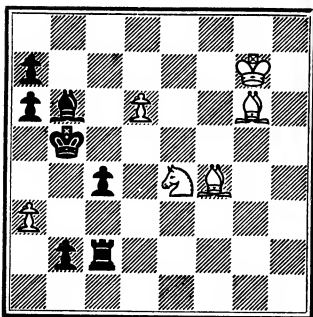
7   K—Kt 3
8 Kt—Q 6   K—Kt 4

9 Kt—B 7 ch, etc.

The study is valuable for the theory, showing the possible maximum of space and distance of the White pieces in the endgame two Knights against Pawn on K R 6, with Black's King in the upper right hand quarter of the board.

No. 255

Shahmati, 1926

White's strength is the Q P and Black's—the Q Kt P. With the help of checks White succeeds in placing his Knight on Q B 3 thus temporarily arresting the advance of Black's Q Kt P.

1 B—K 8 ch   K—R 4
2 B—Q 2 ch   P—B 6

......It is more advantageous for Black to let the Knight go to Q B 6 than to Q 7. For example, R × B; 3 Kt × R, threatening Kt—B 4 mate.

3 B × P ch   R × B
4 Kt × R   B—Q 5 ch

......This is Black's chance.

5 K—B 7 !

White loses the Knight and cannot stop Black's Q Kt P from Queening, but after Black's Bishop move White is able to Queen his Q P.

5   **B × Kt**

.......If K—Kt 3 ; then 6 Kt—Kt 1, 7 K—K 7 and White wins.

6 P—Q 7

Threatening after 6.., P—Kt 8 (Q) to follow up with 7 P—Q 8 (Q) ch, Q—Kt 3 ; 8 Q—Q 5 ch. But Black finds an interesting manœuvre.

6   **B—B 3 !**

.......Black starts a combination for stalemate. For this purpose the Bishop is sacrificed and White's King is forced to the sixth rank.

7 K × B   **P—Kt 8 (R) !**

.......To be able after White's move : 8 P—Q 8 (Q) ch to reply with R—Kt 3 ch ; 9 K moves and stalemate. Or 9 Q × R, P × Q. This is beautiful, but White has a not less beautiful reply.

8 P—Q 8 (R) !

And White must win, as White's King succeeds in attacking Black's Pawns. It does not win if White plays 8 K—K 7 ? (to exchange Black's Rook for the Pawn), R—K 8 ch ; 9 K—Q 8 (if 9 K moves, R—Q 8), K—Kt 3 ; 10 K—B 8, R—B 8 ch ; 11 K—Kt 8, R—Q 8, etc.
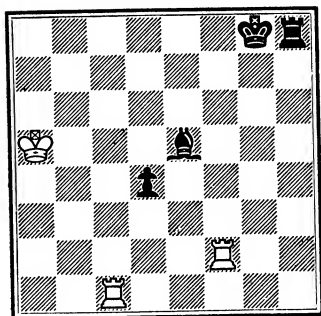
White's task is to take advantage of the awkward position of Black's King and Rook.

1 R—K B 5

As White's Rook on K B 2 cannot easily reach the K R file as Black's Bishop protects the K R 2 square, the Rook attacks the Bishop and is placed without loss of a tempo on a square from where it will be able at any moment to move to the K R file.

1   **B—R 7 !**

.......Or B—Kt 2 ; 2 R—Q B 8 ch, K—R 2 ; 3 R—R 5 ch. Or B—Q 3 ? ; 2 R—Kt 1 ch and mate in two moves.

2 R—Q B 8 ch   **K—Kt 2**

3 R × R

If 3 R—Kt 5 ch ? then K—B 3 ; 4 R × R, B—B 2 ch !

3   **B—B 2 ch**

.......As if being saved.
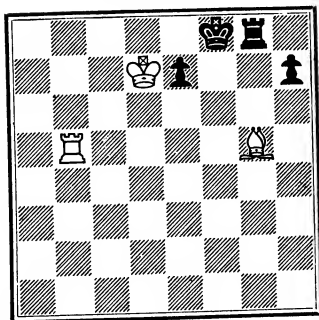
4 K—Kt 5 !   **K × R**

5 K—B 6

And the Bishop is trapped (domination).

Compare with No. 296.

No. 257

Niva, 1909

White with obvious advantage in space still further restricts the position of Black's King.

No. 256

Isvestia Vcik, 1923

1 B—R 6 ch   K—B 2
2 R—B 5 ch   K—Kt 3
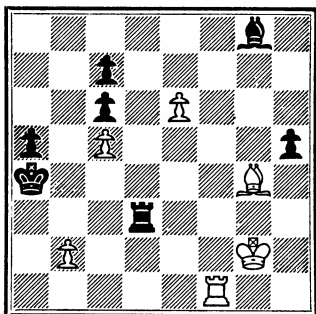3 R—Kt 5 ch   K—B 2
4 R × R

At the first glance an unexpected move. White is left with only a Bishop, but Black's King is shut in in the corner.

4   K × R
5 K—K 6

And mate in two moves.

Compare with No. 289.

No. 258

Bohemia, 1912

1 R—B 4 ch

Before moving the passed Pawn White forces Black's King on the same rank with Black's Rook. It is useless to play at once 1 P—K 7 ?, R—K 6 ; 2 R—B 4 ch as now Black replies 2.., K—Kt 4.

Not 1 R—B 8 in reply to which Black sacrifices his Bishop for the Pawn, *i.e.*, R—Q 7 ch ; 2 K—Kt 3, B × P ; 3 B × B, R × P ; 4 White moves, R—B 7 and after that .., K—Kt 4 winning the last White's Pawn.

Nor 1 B—B 5 ?, R—Q 7 ch ; 2 K—B 3 (if 2 R—B 2, R × R ch and after that .., B × P ; and .., K—Kt 5), B × P ; 3 B × B, R × P ; 4 K—K 3, K—Kt 5 ; 5 R—B 1, P—Q R 5 ; or R—K Kt 7 and draws.

1 B—Q 1 ch ?, K—Kt 5 ; 2 P—K 7, R—K 6 ; 3 R—B 8, B—Q 4 ch ; and .., R × P.

1 R—Q 1 ?, R × R ; 2 B × R ch, K—Kt 5 ; 3 P—K 7, B—B 2 ; and Black's King captures both Pawns on Q B 5 and K 7.

1   K—Kt 6
2 P—K 7   R—K 6

......If B—Q 4 ch ; then 3 K—B 2.

3 R—B 3

That is the reason why White has forced Black's King to the same rank as Black's Rook.
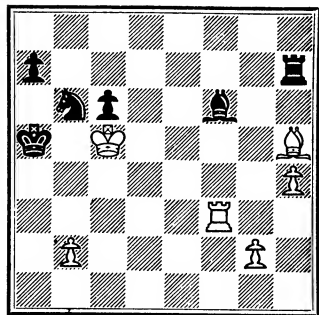
3   B—Q 4

......The Rook which is pinning Black's Rook is also pinned by Black's Bishop. But White in his turn pins Black's Bishop.

4 B—-K 6 ! !

And now Black cannot hinder White's next move :

5 P—K 8 (Q)

No. 259

Shahmatni Shurnal, 1898

1 R—R 3 ch

Black's threats force White to look for an energetic continuation.

1   Kt—R 5 ch
2 R × Kt ch   K × R
3 B—Q 1 ch   K—R 4
4 P—Kt 4 ch   K—R 3

5 K×P   R—K 2
6 B—Kt 4

    The threat is B—B 8 ch.

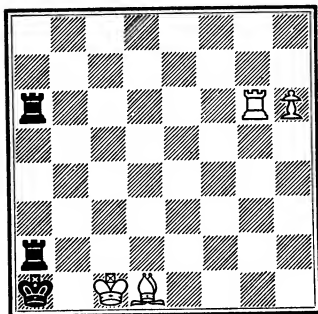6   R—K I
7 B—B 5   R—Q I
8 B—K 6

    And wins.

    For example, .., R—Q 3 ch ;
9 K×R, K—Kt 4; 10 P—R 5,
K×P; 11 P—R 6, K—B 6;
12 B—R 2, K—Q 6; 13 K—
K 6, B—Kt 7; 14 P—Kt 4, etc.

    Or 10.., B—Kt 4; 11 K—K 5,
K×P; 12 K—B 5, B—B 8; 13
P—Kt 4, K—B 4; 14 P—Kt 5,
K—Q 3; 15 K—B 6, etc.

    5.., R—B 2 ch ; leads to
similar play with the same
result.

No. 260

Deutsche Schachzeitung, 1914

1 P—R 7   R—R I
2 R—Kt 8   R×R
3 P×R (R) !

    If the Pawn is promoted to
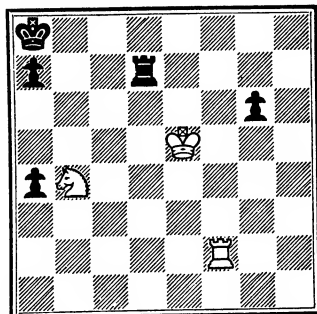a Queen, then R—B 7 ch and
stalemate.

    This is the position of Kling
and Kuiper.

    3.., R—R 4; 4 B—Kt 3,
R—B 4 ch; 5 B—B 2, R—
R 4; 6 R—Q B 8, K—R 7;
7 R—B 3, K—R 8!; 8 B—
K 4, R—R 7; 9 B—B 5, R—
R 6; 10 B—B 3!, R—R 7;
11 R—K Kt 5, R—R 5; 12
K—B 2, K—R 7; 13 B—Kt 2,

K—R 6; 14 K—B 3, R—
Q Kt 5; 15 R—R 5 ch, R—
R 5; 16 R—Q Kt 5, R—R 2;
17 B—B 4, K—R 5; 18 R—
Q B 5, R—R 1; 19 B—Q 5,
R—R 3; 20 B—Kt 7, R—R 2;
21 B—B 6 ch, K—R 6; 22
R—K 5, R—R 3; 23 B—
Kt 7, R—R 2; 24 R—K 1, etc.

No. 261

Deutsche Schachzeitung, 1914

White's advantage is the awkward
position of Black's King.

1 Kt—R 6

    Not letting the King come
out of the corner.

1   R—K 2 ch
    ......Black must try his
utmost not to allow White's
Rook to reach the Q Kt file.
Should White succeed in doing
so, then, after bringing the
King to Q B 8, Black would be
forced to exchange the Rook
for the Knight (Kt—K B 7 ch).

2 K—Q 6   R—K 6
3 R—Q Kt 2 ! R—Q Kt 6
    ......Or R—Q 6 ch; 4 K—
Q B 7, R—B 6 ch; 5 K—Q 8,
R—Q 6 ch; 6 K—B 8, R—
B 6 ch; 7 Kt—B 7 ch.

4 R×R !   P×R
5 K—B 7

    Again Black's King cannot
come out.

5   P—Kt 7
6 K—B 8   P—Kt 8 (Q)
7 Kt—B 7 mate

No. 262

Deutsche Schachzeitung, 1912
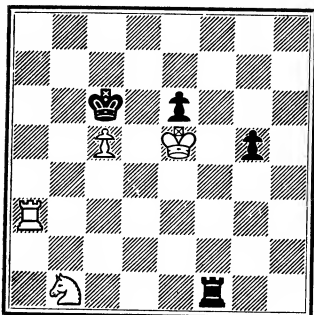
1 Kt—Q 2

Moving the Knight to safety White gives up a Pawn, but on the other hand achieves a position in which Black's Rook is captured.
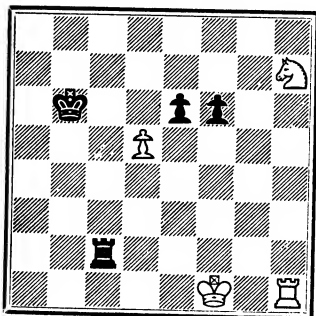
1		R—B 4 ch
2	K×P	R×P
3	Kt—Kt 3 !	

Now the Rook is trapped (domination).

3		R—Q 4
4	Kt—R 5 ch	K—B 4
5	R—B 3 ch	K—Kt5(Q5)
6	R—B 4 ch	

And wins.

In this study the position after White's third move is interesting.

No. 263

Bohemia, 1912

1 P×P

With this move White gives up the Rook; but to play for a win White had no other possibilities.

1   R—B 8 ch

......If R—B 3; 2 Kt—B 8, or simpler still 2 P—K 7!, R—K 3; 3 Kt×P, R×Kt ch; 4 K—Kt 2, R—Kt 3 ch; 5 K—B 3, R—Kt 1; 6 K—K 1, R—K 1; 7 K—B 4, etc.

2 K—B 2 !

Certainly not 2 K—Kt 2 ?, R×R; 3 K×R, K—B 3; or 3 P—K 7, R—K 8.

| 2 | | R×R ! |
| 3 | P—K 7 | R—R 7 ch |

......Now starts a long sequence of checks from which White's King has great difficulty in escaping.

4 K—B 3

A safe place for White's King would be the Q 6 square, but before reaching that, it is necessary to capture Black's Pawn. Otherwise as soon as White's King moves to Q 5 Black could reply R—R 4 ch and after K—Q 6, R—K 4; and White's Pawn is stopped.

4		R—R 6 ch
5	K—B 4	R—R 5 ch
6	K—B 5	R—R 4 ch
7	K×P	R—R 3 ch
8—15 :	K—B 5, B 4, B 3, K 2, Q 3, Q 4, Q 5, Q 6.	
16	Kt—B 6 !	

Getting the Rook to the K B file. If 16.., R—R 1; 17 Kt—Q 7 ch and 18 Kt—B 8, etc.

16		R×Kt ch
17	K—Q 5	R—B 4 ch
18	K—Q 4	R—B 5 ch
19	K—Q 3	R—B 6 ch
20	K—K 2	

And White's King is safe from further checks.

If 15.., R—R 8 (instead of R—R 3 ch) intending after 16 P—K 8 (Q) to reply with 16.., R—Q 8 ch and 17.., R—K 8 ch, then White's answer is 16 Kt—B 6, and if now 16.., R—Q 8 ch? then 17 Kt—Q 5 ch, and if 16.., R—R 1 (K 8); 17 Kt—Q 7 ch and 18 Kt—B 8 (K 5), etc.

A rare systematic idea with a record marching of White's King combined with a sacrifice of the Knight to deflect Black's Rook.

No. 264
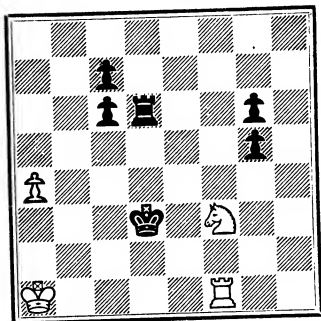
It would appear that the only possible way for White to win is to advance the passed Pawn on Q R 4. But after examining the variations this plan has to be rejected.

1 P—R 5 ?   K—B 5

......2 K—Kt 2 (2 P—R 6, P—B 4; 3 Kt—K 5 ch, K—Kt 4), K—Kt 4; 3 R—Q R 1, K—R 3; 4 K—Kt 3, R—Q 4. Or 1 K—Kt 2?, K—K 7; 2 Kt—R 2, P—Kt 5; and this Black Pawn saves the situation 3 R—Q R 1, P—Kt 6, etc.— draw.

The correct way is to sacrifice the Pawn and to play for capturing Black's Rook.

1 R—Q 1 ch   K—B 5 !

......Or K moves?; 2 R × R and 3 P—R 5.

2 Kt—Q 2 ch   K—Kt 5

......Or K—Q 6; 3 Kt—K 4 ch, K × Kt; 4 R × R, and 5 P—R 5.

3 R—Kt 1 ch   K × P !
4 Kt—K 4 (domination)

Black's Rook is trapped.
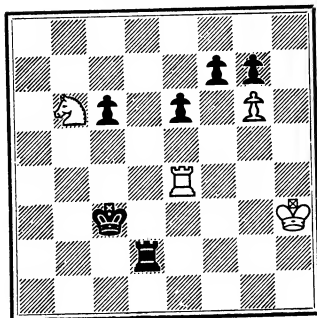
4   R—Q 5 (Q 1)
5 Kt—B 5 ch   K—R 4
6 Kt—Kt 3 (Kt 7) ch

And wins the Rook.

Compare the position after the fourth move of White with the position after the third move in No. 174. Remarkable is the part played by White's Pawn. Although remaining inactive it influences the whole game, threatening to advance and forcing Black to the indicated defensive moves.

No. 265

Shahmati, 1924

For White to win by 1 P × P, R—B 7; 2 Kt—R 4 ch, K—Q 6; 3 Kt—B 5 ch is made impossible by the fact that White's Rook is in the way. The combination of the present study is to free the square K 4 for the Knight.

1 Kt—R 4 ch   K—Q 6 (Kt 6)

......If K—B 7 then 2 P × P, R—B 7; 3 R—K 2 ch.

2 Kt—B 5 ch   K—B 6 !

...... If K—R 6 (from Kt 6) then 3 P×P, R—B 7; 4 R—K 3 ch and 5 R—K 2 ch or 5 Kt—Q 3 ch.

3 R—K 2 !   R×R

...... If .., P×P; then 4 Kt—K 4 ch, K—Q 6; 5 R×R ch, K×Kt; 6 R—Q 6, etc., but if 3.., R moves; 4 P×P, and after that 4.., R—K B 1; 5 R—B 2, and 6 Kt×K P. Or 4.., R—B 4; 5 R—B 2, R×R; 6 Kt—K 4 ch, etc.

4 P×P   R—B 2
5 Kt—K 4 ch, etc.

Compare with Nos. 152 and 206 where the "hindering" pieces were a Bishop and a Knight.

1   Kt—B 3
2 Kt—K 4 !

Discounting the fact that Black's Rook cannot move now to Black's Q B 3 square. 2 P—Q 8 (Q), Kt×Q; 3 Kt—K 4, R—B 3; and White's Knight cannot move to K B 6.

2   R—Q R 6

...... Or R—B 7 ch; 3 K—Q 3, R—Q R 7 with the same result.

3 P—Q 8 (Q) !

The purpose of this move is to obstruct the eighth rank for Black's Rook.
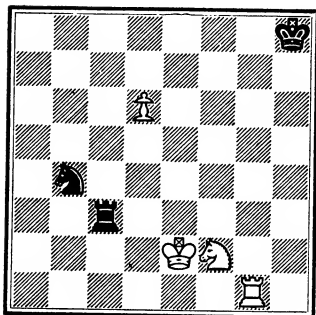
3   Kt×Q
4 Kt—B 6

And Black has no defence against R—Kt 8 mate.
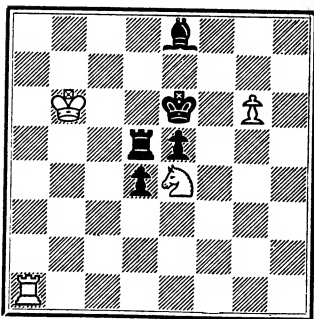
No. 266

1895

The presence of the passed Pawn on Q 6 allows White to succeed with a combination based on Pawn sacrifice and line obstruction.

1 P—Q 7

It is important not to let Black's Rook go to the eighth rank. Therefore not good is : 1 Kt—K 4 ?, R—B 1; 2 P—Q 7 (or Kt—B 6), R—K B 1; draw.

No. 267

1895

1 P—Kt 7   B—B 2

...... If K—B 2; 2 P—Kt 8 (Q) ch, K×Q; 3 Kt—B 6 ch wins the Rook.

2 Kt—Kt 5 ch

Preparing the combination to win Black's Rook.

2   K—B 3
3 Kt×B   K×Kt

...... Or K×P; 4 K—B 6 and the Rook is trapped.

4 R—R 7 ch   K—Kt 1
5 R—R 8 ch

> The Rook has taken the part of the Knight and is now covering the Q 8 square.

5   K × P
6 K—B 6

> And wins. For example, 6.., K—B 3 ; 7 K × R, K—B 4 ; 8 R—B 8 ch, etc.

No. 268

Deutsche Schachzeitung, 1913

1 R—K 1 ch

> White wants to drive Black's King to Q R 2 (see sixth move). If at once 1 P × P ? (or P—R 7) then R—B 3 ch ; 2 K—R 5, R—K Kt 3 (or K R 3) ; 3 R—K 1 ch, K—B 7 ! refuting White's combination.

1   K—R 7
2 P × P   R—B 3 ch

> ......Or R—K Kt 7 ; R—K 2 ch, etc.

3 K—R 5   R—Kt 3
4 R—K 2 ch   K—Kt 8

> ......If K—Kt 6 ; then 5 R—K 3 ch and 6 R—K Kt 3, and if 4.., K—R 8 ; then Kt—B 3, etc.

5 Kt—B 3 ch   K—B 8 !
6 R—K Kt 2 !

> Accepting the sacrifice, Black's Rook will move to K Kt 7 where White's Knight will be able to obstruct the K Kt file, moving to K Kt 3.

6   R × R
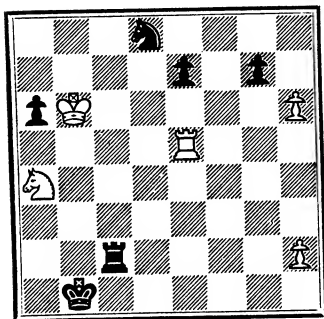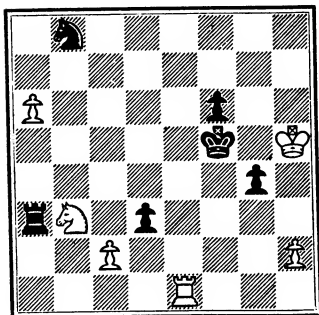7 Kt—K 2 ch   R × Kt

> ......Or K moves ; 8 Kt—K Kt 3.

8 P—Kt 8 (Q)   moves
9 P—R 4

> And wins.

> Reconstruction of the old study No. 270.

No. 269

Wiener Schachzeitung, 1912

In the present study the helplessness of Black's pieces caused by the extremely awkward position of Black's King is very interesting.

1 Kt—Q 4 ch   K—B 5
2 P × P

> Still more restricting the activity of Black's King.
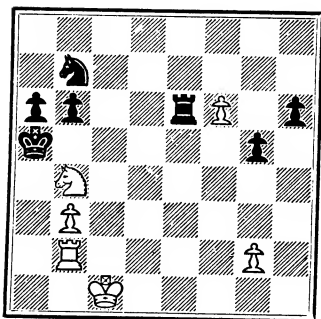
2   P—B 4

> ......As defence against mate. If R × Q P ? ; 3 P—R 7.

3 R—B 1 ch   K—K 4
4 Kt—Kt 5 !   R × R P !
5 K—Kt 5 !

And Black's Rook cannot be saved (domination). For example, 5.., R—R 7 (R 5, R 1, K B 3); 6 R—K 1 ch, and 7 Kt—B 7 (B 3 ch). Or 5.., R—R 4 (Kt 3, Q B 3); 6 R × P ch and 7 Kt—Q 4 ch or 7 R—B 6 ch.

No. 270

1896

1 P—B 7

If 1 R—K B 2 ? Black succeeds in stopping the Pawn. 1.., Kt—Q 1; 2 Kt—Q 5, R—K 1; 3 K—Q 2, Kt—K 3; 4 K—Q 3, K—Kt 4; draw. Likewise there is no win if 1 Kt—Q 5 ?, R—K 8 ch; 2 K—Q 2, R—K 4; 3 Kt—K 3 (3 Kt—B 3, P—Kt 4), R—K 3; 4 Kt—Kt 4, Kt—Q 1, threatening .., P—R 4.

1   R—B 3
2 R—K B 2

Enticing Black's Rook to K B 2 intending to obstruct the file with the Knight on K B 3.
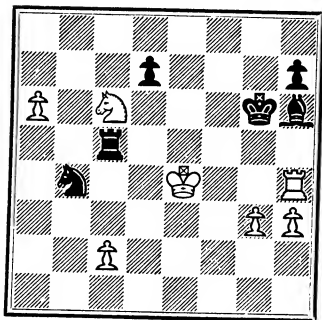
2   R × R
3 Kt—B 6 ch   K—Kt 4

4 Kt—Q 4 ch   K moves
5 Kt—K B 3

And Queens the Pawn. For example, 5.., P—Kt 5; 6 P—B 8 (Q), P × Kt; 7 Q—R 3 ch, etc.

Compare with No. 268.

No. 271

1908

1 R × B ch   K × R
2 P—R 7   R—B 5 ch

......Black's Rook is endeavouring to come to the Q R file.

3 K—B 5 !   R—B 4 ch
4 K—Kt 4 !

White's King is back to the fourth rank but now he deprives Black's King of two squares.

4   R—B 5 ch
5 Kt—Q 4 !

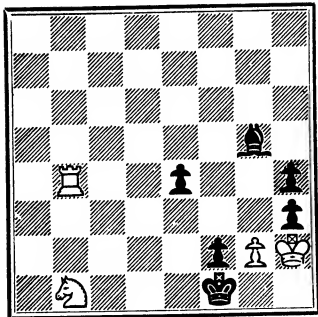With White's King on K 4 this was refuted by .., R—B 1.

5   R × Kt ch

......If now 5.., R—B 1 is refuted by 6 Kt—B 5 ch and 7 Kt—K 7 ch.

6 K—B 3

Now the Rook is on the Q file, unable to check on the third rank, and White's Pawn cannot be stopped from Queening.

No. 272
Shahmati, 1926

White has the material advantage but Black's strong passed Pawns make the win not at all easy.

1 Kt—B 3

Threatening mate in two moves. Bad would have been 1 P × P? because of 1.., P—K 6. If 1 K × P?, then K—Kt 8; and if 1 R × P?, then P × P, etc.

1 ....   **B—Q 7 !**

......Not so good was 1.., B—B 8?; 2 R—Kt 1, K—K 8; 2 R × B ch, K—Q 7; 3 R—R 1, and wins easily stopping Black's Pawns.

2 R—Kt 1 ch !   **B—K 8**
3 P × P

......P × P was threatened.

3 ....   **P—K 6**
4 R—R 1 !

This move is the principal idea of this study. The Rook retreats to make room for the Knight, which is to unpin Black's Bishop.

Compare with No. 250, third move.

4 ....   **P—K 7**
5 Kt—Kt 1

With the Bishop now on Q B 8 Black could achieve a draw by stalemate.

5 ....   **B—B 6**
   **(moves)**

6 Kt—Q 2 mate

The idea of this study is called the " Indian " idea, as it was at first represented by a four-move problem sent in from India in 1845 to the French journal *Palamède*. The idea is almost exclusively used in problem composition and if found in studies then nearly always as a mating combination.

The position of the diagram is one of those unique positions in which the " Indian " idea has really found a study-like expression. It was presented in the form of a study for the first time by the brothers Platoff.

No. 273
L'Echiquier, 1928
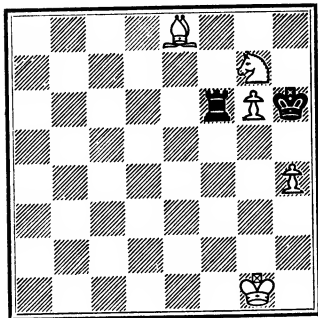
In study No. 49 the Pawn was promoted to a Rook and a Bishop. In the present position the promotion of the Pawn to a Rook and a Knight is shown.

1 Kt—R 5 !

If Kt—B 5 (K 6) then R × Kt.

1 ....   **K × Kt**

......If 1.., R—B 1; then 2 B—B 7 (but not 2 P—Kt 7?, R—Kt 1!), R—Q R 1; 3 Kt—Kt 3, etc.

2 P—Kt 7 dis ch
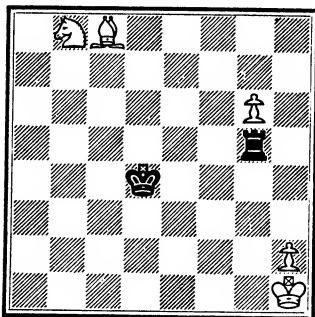
Now depending on Black's reply there are two variations.

2   R—Kt 3 ch

3 B×R ch !

    Or 3 K moves ?, K—R 3 ;
4 B×R, K P ; draw.

3   K—R 3 !

4 P–Kt8(Kt)ch! K×B

5 K—Kt 2

    And wins. If 4 P—Kt 8 (R) ?
stalemate.

2   K—R 3

3 P—Kt 8 (R) !

    And wins. If 3 P—Kt 8 (Q) ?
then R—B 8 ch !; 4 K—R 2,
R—R 8 ch ; 5 K—Kt 2, R—
Kt 8 ch ; 6 K×R and stale-
mate ; and if 3 P—Kt 8 (Kt)
ch ?, K—Kt 2 ; 4 Kt×R,
K×Kt ; draw.

No. 274

Deutsche Schachzeitung, 1913

At the first glance it appears as if
White wins easily by simple
positional play. As a matter of
fact the task is not easy. White
cannot prevent the loss of the
K Kt P after which Black would
endeavour to exchange the Rook
for the Knight. Therefore not good
is for example 1 P—R 4 ?, R×P
(threatening R—R 3) ; 2 K—R 2,
R—Q Kt 3 ; 3 Kt—Q 7, R—Q B 3 ;
4 B—Kt 7, R—B 2. Or 1 P—R 3 ?,
R×P ; 2 B—Kt 4, K—K 5 (threat-
ening R×B) ; 3 K—R 2, R—B 5 ;
4 B moves, R—Kt 3 ; 5 Kt—Q 7,
R—Kt 7 ch, etc., and if 2 B—B 5,
R—R 3 ; 3 Kt—Q 7, R—Q 3 ; 4
Kt—Kt 8, K—K 4 ; 5 B moves,
K—B 5, etc. Absolutely useless is

1 Kt—R 6 ? (1 Kt—Q 7 ?, R×P,
threatening R—B 3 ; 2 Kt—B 8
(Kt 8) or 2 B—Kt 7, would lead to
R—Kt 1 (Kt 8, K Kt 2)), R×P ;
2 Kt—Kt 4 (2 Kt—B 7, R—Q B 3 ;
3 Kt—Kt 5 ch, K—B 4 ; 4 B—
Q 7, K×Kt !), R—Kt 3 ; 3 Kt—
B 2 ch, K—K 5 ; 4 Kt—Kt 3, K—
B 6 (threatening R—Kt 6) ; 5 B—
B 5, R—B 3 ; or 5 P—R 3, K—
Kt 6, etc., draw. Victory can be
achieved only by the following
combination leading to the capture
of the Rook.

1 Kt—B 6 ch !

    Threatening 2 Kt—K 7 and
then P—R 4 to drive the Rook
off the K Kt file and to advance
the K Kt P.

1   K—K 6 ! !

    ......Only with this move
is White's threat parried. It
is useless to attack the Knight.
1 .., K—Q 4 ? ; 2 Kt—K 7 ch,
K—Q 3 ; 3 P—R 4, R—Kt 6 ;
4 K—R 2. Or 3 .., R—R 4 ;
4 P—Kt 7, etc. But if after
the text-move White plays
2 Kt—K 7 ? would follow K—
B 7 ! ! ; 3 P—R 4, R—Kt 8 ch!
and draw by perpetual check !

2 P—R 4 !

    Preventing perpetual check
at the cost of the K Kt P. Not
good is 2 P—R 3 ?, because
instead of K—B 7 ; 3 B—Kt 4
would simply follow 2 .., R×
P ! ; 3 Kt—K 7, R—Kt 6 ; 4
Kt—B 5 ch, K—B 7 ; 5 Kt×
R, K×Kt ; draw.

2   R×P !

3 Kt—K 7   R—Kt 6

    ......All other moves of the
Rook lead to a clean loss of the
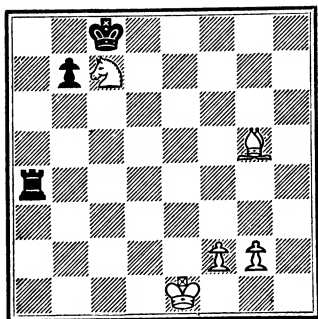Rook.

4 Kt—B 5 ch

    And after

4   K—B 6

5 Kt×R   K×Kt

    ......White Queens the
Pawn. The author values this
study very highly as in pre-
ference to many similar themes
the play, although economical
to the utmost, is far from
" mechanical."

No. 275

Deutsche Schachzeitung, 1913

Materially White has the advantage, but the necessity of saving the Knight loses a tempo and as a result of this a Pawn.

1 Kt—Q 5 !

As will be evident later the Knight must move exactly to this square.

1		R—Kt 5
2	B—B 6	R × P
3	K—B 1	R—Kt 5

...... The only retreat, Clearly it is bad. 3.., R—R 7 ?; 4 Kt—Kt 6 ch and 5 B—K 5 ch, and because of the unfavourable position of the King Black loses the Rook.

4 P—B 3

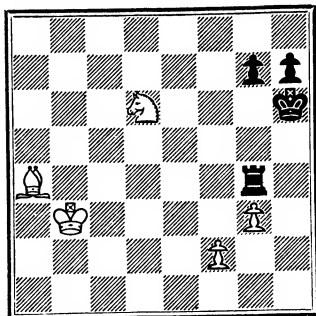The Pawn deprives Black's Rook of the last two safe squares on the rank.

4 R—Kt 6

...... Again the only retreat.

5 Kt—Kt 6 ch K—B 2
6 B—K 5 ch

And wins. If Black does not capture the Pawn White wins by advancing the two Pawns.

No. 276

Deutsche Schachzeitung, 1914

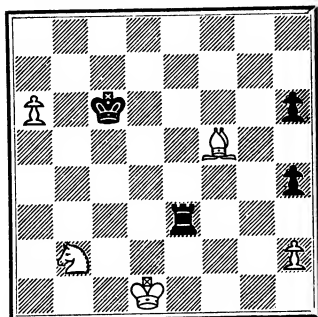**1 Kt—B 7 ch** K—R 4
2 B—B 6 ! R—Q 5

...... Black cannot be saved by sacrificing the Rook. For example, 2.., R × P; 3 P × R, K—Kt 5; 4 Kt—Q 6 and White must win.

3 K—B 3

And wins the Rook standing in the centre of the board (domination).

No. 277

Eskilstuna Kuriren, 1916

1 P—R 7 !

It is important for White to have Black's King on Q Kt 7.

1 K—Kt 2
2 Kt—B 4 (dom.) R–K 2 (QB6)

...... At any other retreat the Rook is immediately lost after Kt—R 5 ch, Kt—Q 6 ch, B—K 4 ch, or P × R.

3 Kt—Q 6 ch !

This move leads to a win. On the other hand 3 Kt—Q Kt 6 ? after R—K 1 (Q R 6) gives nothing as after exchange of Pawn and Knights against the Rook there is theoretically a draw.

3   K—R 1

......Certainly the Pawn cannot be captured because of the Rook being lost.
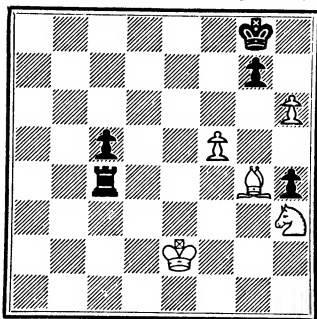
4 B—K 4 ch   K × P
5 Kt—B 8 (Kt 5) ch

And wins the Rook.

The advantage of two minor pieces against a Rook becomes here very conclusively evident.

No. 278
Deutsche Schachzeitung, 1913

1 P—B 6 !

White creates a strong Pawn formation taking advantage of Black's Rook being on the same diagonal with Black's King.

1   R × B !
2 P—R 7 ch !

Sacrificing one Pawn, White advances the other. But certainly not 2 P—B 7 ?, K × P ; 3 P—R 7, R—K 5 ch and 4.., R—K 1.

2   K × P
3 P—B 7   R—K 5 ch !
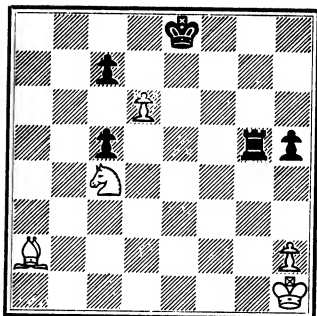**4 K—B 3   R—K 3 !**
5 P—B 8 (Kt) ch ! K moves
6 Kt × R   moves
7 Kt (K 6)—Kt 5 (× P)

And wins.

No. 279
500 Endspielstudien

1 P × P   K—Q 2
2 P—R 4   R—Kt 6 !

......Or R—Kt 5 ; 3 Kt—K 5 ch, K × P ; 4 Kt × R, P × Kt ; 5 P—R 5, etc.

Or R—Kt 2 ; 3 Kt—Q 6, K × P ; 4 Kt—K 8 ch.
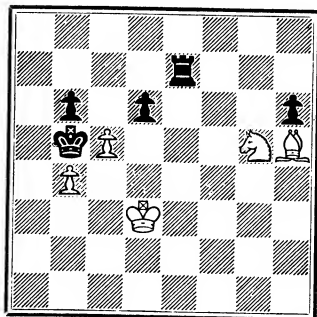
Or R—Kt 1 ; 3 Kt—Kt 5 ch, etc.

3 K—R 2 (dom.) R—Q B 6
4 Kt—Kt 6 ch   K × P
5 Kt—Q 5 ch, etc.

Interesting is the position after 2 P—R 4.

No. 280
500 Endspielstudien

1 P × P   R—K 4 !

......Black presumes the following continuation : 2 P—Q 7 ?, R—Q 4 ch ; 3 K—B 3, P × Kt ; 4 B—K 8, K—R 3 ; draw.

2 B—B 7

Preventing check and threatening to advance the Pawn.

2   K—B 3 !

......Stopping the dangerous Pawn and apparently saving the game—but

3 Kt—B 3

And the Rook has no safe retreat.

———

1   R—K Kt 2
           (QKt2,QR2)

......This is easily refuted.

2 B—K 8 ch   K × P
3 Kt—B 7

And Black is forced to sacrifice the Rook for the Pawn.

4 B—Kt 1 !!

B—K 4 is threatened. And in capturing the Bishop, the Rook moves along the Q Kt file beyond the Q Kt 2 square.

4   R × B
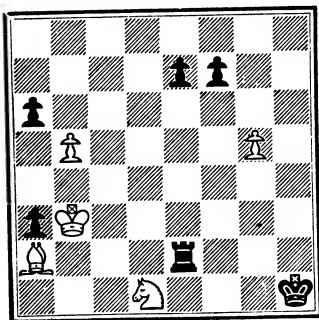5 Kt—Kt 2

And Queens the Pawn.

———

4   K—R 7
5 B—K 4

And wins. For example, 5.., K—Kt 6; 6 Kt—Kt 2, K—B 5; 7 Kt—B 4, R—Kt 4; 8 B—B 6, R × P; 9 B × R, K × P; 10 B × P, P—B 4; 11 B—Kt 7, P—B 5; 12 B—B 3, etc. Or 11.., K—Kt 5; 12 B—B 8, etc.

No. 281

Shahmatni Listok, 1923

1 P—Q Kt 6 ! R—K 3 !

......To obtain a draw it is essential for Black to win the passed Pawn. If 1.., R—Q 7 (K R 7); 2 K—B 3 (× P) threatening B × P. For example, 2.., P—K 3; 3 B × P, P × B; 4 P—K Kt 6, etc.
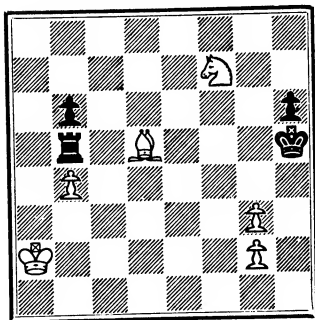
2 P—Kt 7   R—Kt 3 ch
3 K × P !   P—K 3

......Now it seems the Pawn is doomed, but White finds a fine defence.

No. 282

Eskilstuna Kuriren, 1916

1 B—B 6   R × P
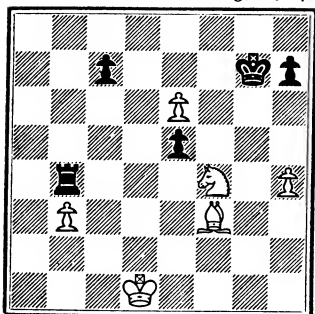
......Or R—B 4; 2 P—Kt 4 ch, etc.

2 K—R 3   R—Q 5

......Or R—Kt 8 (B 5); 3 B—B 3 ch, K—Kt 3; 4 B—K 4 ch or 4 Kt—K 5 ch.

3 Kt—K 5

And wins the Rook with 4 B—K 8 ch, or B—B 3 ch, or P—Kt 4 ch (domination).

No. 283
Deutsche Schachzeitung, 1914

1 P—K 7

Playing the trump at once the passed Pawn. Moves with the Knight or Bishop do not give a win : 1 Kt—R 5 ch ? (1 Kt—Q 5 ?, R × K R P), K—B 1 ; 2 Kt—B 6, R × K R P ; 3 Kt—Q 5, P—B 3 ; 4 P—K 7 ch, K—B 2 ; 5 B—R 5 ch, R × B, etc. Or 1 B—B 6 ? (1 B—Q 5 ?, P × Kt), R—Q 5 ch ; 2 K—B 2, K—B 3 ; 3 Kt—K 2, R × P ; 4 B—Q 7, P—R 4 ; 5 Kt—B 3, K—K 2 ; 6 Kt—Q 5 ch, K—Q 3 ; 7 B—B 8, R→K Kt 5 ; 8 Kt—B 6, R—Kt 7 ch ; 9 K moves, P—R 5 ; etc.

1   R—Q 5 ch !
......If R—Kt 1 or K—B 2 is refuted at once by 2 B—B 6 (R 5 ch).

2 K—B 1

Why the King has to move exactly to K B 1 will be seen later.

2   K—B 2
......Now this move is admissible as the threat 3 B—R 5 ch, K × P ; 4 Kt—Q 5 ch is prevented. But then the Rook becomes vulnerable from another square.

3 Kt—K 6 !

After this move the Rook must perish.

3   R—Q 6
4 K—B 2   R—K 6
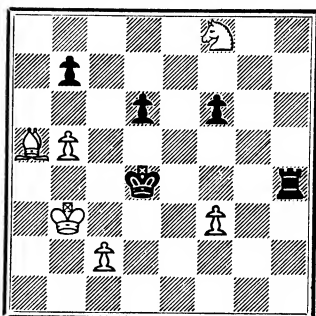......If R × B ; then 5 Kt—Kt 5 ch.

5 Kt × P   K × P

6 Kt—Q 5 ch

Winning the Rook.

Other retreats of the Rook do not save either. There is a weak continuation 3 Kt—Q 5 ? (threatening 4 B—R 5 ch) which is refuted by 3 .., R × P ; 4 B—R 5 ch, R × B ; 5 P—K 8 (Q) ch, K × Q ; 6 Kt—B 6 ch. This leads only to a draw as Black advances his K R P.

No. 284
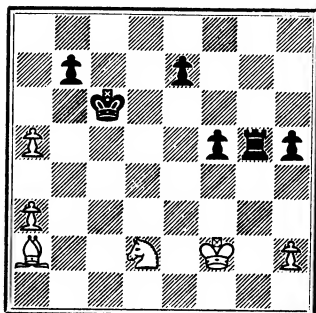*500 Endspielstudien*

1 B—Kt 6 ch   K—Q 4
2 P—B 4 ch   R × P
3 Kt—Kt 6 !

In this position Black is to lose the Rook. For example, if 3 .., R—B 8 ; 4 Kt—B 4 ch, K—K 4 ; 5 Kt—Q 3 ch, and if 3 .., R—Q 5 ; then 4 Kt—K 7 ch, K—K 3 ; 5 B × R, K × Kt ; 6 P—B 4 and White's King advances to Q Kt 6.

No. 285
Deutsche Schachzeitung, 1912

1 Kt—B 3	R—Kt 2 !
2 Kt—Q 4 ch	K—Q 2
3 Kt—K 6	R—Kt 5
4 P—R 3 (dom.)	R—K R 5

......If R—K 5 ; 5 Kt—B 5 ch ; 6 Kt × R and 7 P—K R 4, threatening 8 B—B 7 or 7 B—B 4 threatening 8 P—Q R 6.
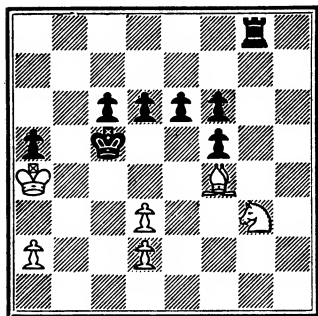
With quiet moves White has restricted the movements of Black's Rook. And now follows the *coup de grace*.

5 K—Kt 3

And wins.

No. 286

Magyar Sakkvilag, 1930

1 B—K 3 ch	K—Q 4
2 Kt—R 5 !	

The result of this quiet move is a position in which Black's Rook has no square to go to without being captured although his rank as well as file are unobstructed. (Domination.)

2	R—Kt 5 ch
3 K × P	R—K R 5

......If otherwise would follow Kt—B 4 ch, or Kt × P ch. If 3.., K—K 4 ; 4 P—Q 4 ch, K moves ; 5 Kt × P ch.

Or 4.., R × P ; 5 B × R ch, K moves ; 6 K—Kt 6, etc.
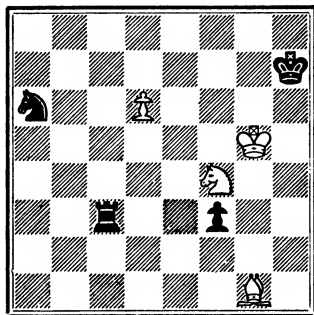
4 Kt—B 4 ch

Like that after all.

4	R × Kt
5 B × R	P—K 4
6 B—K 3	P—B 5
7 B—Kt 1, etc.	

All squares of the eighth rank are controlled by the Knight after White's second move. For example, 2.., R—Q Kt 1 (Q 1, K B 1, K R 1) ; 3—5 Kt—B 4 ch, Kt 6 ch, K 7 ch ; 6 Kt × P ch, etc.

If 2.., R—Q R 1 (Q B 1) ; 3—5 Kt × P ch, Q 7 ch, Kt 6 ch etc.

No. 287

Shahmati, 1924

1 P—Q 7	P—B 7 !

......Giving up the Pawn and the Rook Black calculates to obtain a draw by stalemate.

2 B × P	R—K Kt 6 ch !
3 B × R	Kt—B 4
4 P—Q 8 (B) !	

If 4 P—Q 8 (Q) ? or (R) ? then Kt—K 3 ch ; 5 Kt × Kt stalemate, and if 4 P—Q 8 (Kt) ? then Kt—K 5 ch ; 5 K moves, Kt × B ; draw.

No. 288

Shahmati, 1924
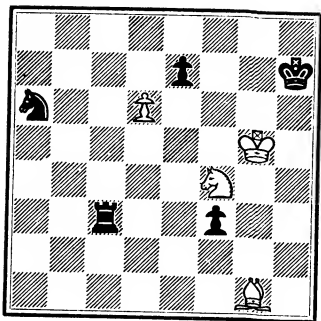
The present study differs from the previous one by the presence of one Black Pawn more on K 2. Such studies, very similar in position but with different solutions, are called "twins."

1 P—Q 7	P—B 7
2 B × P	R—KKt6ch
3 B × R	Kt—B 4 !

...... Up to now it is exactly as in the previous study. Should the Pawn be promoted to a Queen or Rook it is again stalemate.

4 P—Q 8 (Kt) !

There is the difference occasioned by the presence of the extra Pawn. If 4 P—Q 8 (B) ? Black gets a draw by 4 .., P—K 4 ; 5 Kt moves, Kt—K 3 ch ; but at the same time thanks to the extra Pawn White is enabled to promote his Pawn to a Knight.

4	Kt—K 5 ch
5 K—Kt 4 (R 4)	Kt × B
6 K × Kt	P—K 4
7 Kt—Q5(Kt2)	P—K 5
8 Kt—K 3	

And thanks to the extra Pawn White wins in the end-game two Knights against a Pawn on K 5.

No. 289

Deutsche Schachzeitung, 1909
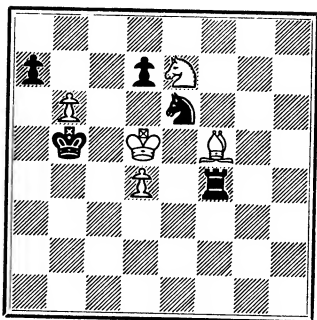
White's only winning chance depends on Q Kt P, therefore :—

1 P—Kt 7	Kt—B 2 ch
2 K—Q 6 !	

If K—K 5, then R × B ch ; 3 K moves, Kt—Q R 3.

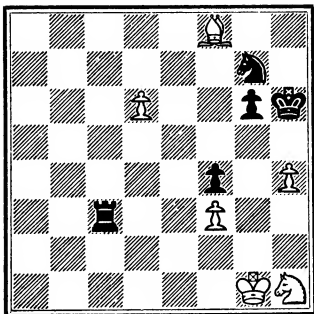|	
2	Kt—R 3
3 B—Q 3 ch	K—Kt 3 !

...... Or K—R 4 ; 4 B × Kt, R × P ch ; 5 Kt—Q 5.

4 B × Kt	R × P ch
5 Kt—Q 5 ch	R × Kt ch
6 K × R	K—B 2
7 P-Kt 8 (Q) ch !	

An unexpected Pawn sacrifice.

7	K × Q
8 K—Q 6	K—R 1
9 K—B 7	moves
10 B—Kt 7 mate	

The same mate as in No. 257 after a long and fierce struggle.

No. 290
Sydsvenska Dagbladet, 1912

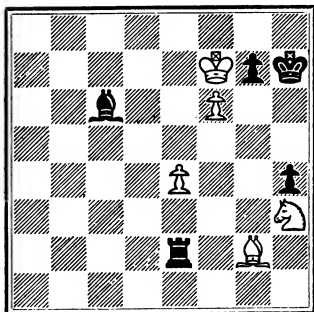| 1 P—Q 7	R—B 8 ch

......Or R—Q 6 ; 2 Kt—B 2, etc.

| 2 K—Kt 2 | R—Q 8 |
| 3 Kt—B 2 ! | R—Q 5 ! |

......The Rook remaining on the Queen's file can only move to black squares. If R × P or R—Q 4 follows Kt—Kt 4 ch and Kt—B 6 ch. Taking advantage of the position of Black's King the Bishop commands the Q 2, Q 4, Q 6 squares.

4 B—B 5	R—Q 7
5 B—Kt 4	R—Q 5
6 B—B 3	R—Q 3
7 B—K 5	R—Q 7
8 B × P ch	

And wins.

No. 291
Chess Amateur, 1916

1 Kt—Kt 5 ch !

Aiming at the K B 3 square.

1	K—R 3 !
2 P × P	R—B 7 ch !
3 B—B 3	R × B ch
4 Kt × R	B × P

......If now 5 P—Kt 8 (Q)? to reply with B—Q 4 ch. If 4 .., B—R 5 (Kt 4) then 5 Kt—Q 2 and 6 P—Kt 8 (Q).

5 P-Kt8(Kt)ch! K—R 4

......Or K—R 2 ; 6 Kt—Kt 5 ch and 7 Kt × B.

6 Kt—B 6 ch	K—R 3
7 Kt × B	P—R 6
8 Kt—R 2	

And wins.

No. 292
Deutsche Schachzeitung, 1914
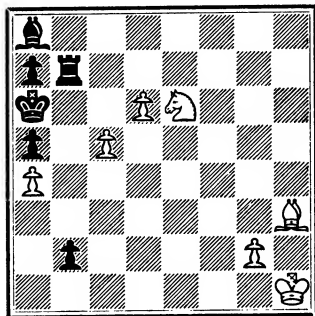
White utilises his advantage in space to Queen the Pawn.

| 1 Kt—B 7 ch | R × Kt |
| 2 P × R | P-Kt8(R)ch |

......Black calculates for a stalemate after 3 K—R 2, R—Kt 2 ; 4 P—B 8 (Q) ?. Not good is 3 .., B—Kt 2 (instead of .., R—Kt 2) as it would follow 4 P—B 8 (Q), B × Q ; 5 B × B ch, R—Kt 2 ; 6 P—B 6, etc. Equally bad is 2 .., B—Kt 2 (instead of P—Kt 8 (R) ch) because of 3 B—B 5 ; and finally 2 .., P—Kt 8 (Q) ch loses also as will be seen later.

| 3 K—R 2 | R—Kt 2 ! |

4 P—B 8 (R) !

This unexpected move refutes Black's combination. For example, 4.., R—Kt 5 ; 5 B—Q 7 !, K—Kt 2 ; 6 P—B 6 ch, K moves ; 7 R×B, and if now R×P ?, 8 P—B 7, etc. Or 5.., B moves (R moves) ; 6 R—B 7 threatening B—B 8 ch or B—Kt 5 ch. Also simply 5 R×B wins.

———

2   P–Kt8(Q)ch
3 K—R 2   Q—K5(R7)!
......Or Q—Kt 2 ; (B—Kt 2) ; 4 P—B 8 (Q), Q (B)×Q ; 5 B×Q (B) ch and after exchanging on Q Kt 7 White Queens a Pawn.
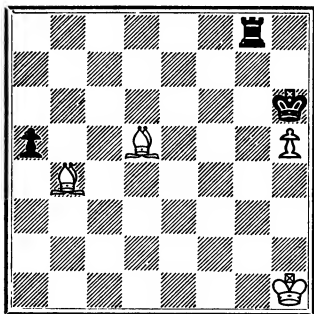
4 P—B 8 (Q) ch B—Kt 2
......Or Q—Kt 2 ; 5 B—Q 7, etc.

5 Q—K 6 ch
And wins. For example, 5.., Q—B 3 ; 6 Q×Q, B×Q ; 7 B—B 8 ch, etc. Or 5.., B—B 3 ; 6 Q×Q, B×Q ; 7 B—B 8 ch. Or 5.., Q×Q ; 6 B×Q, B moves ; 7 B—B 8 ch, etc.

No. 293
500 Endspielstudien

1 B—Q 2 ch   R—Kt 4 !
......Or K—R 2 ; 2 B×R ch and 3 B×P.

2 B—B 7
Black's King and Rook are unable to move. Only the Pawn can move.

2   P—R 5
3 K—R 2
The King approaches the field of action.

3   P—R 6
4 K—R 3   P—R 7
5 B×P
White is forced to release Black temporarily.

5   K×P
6 B—B 7 ch
In this position Black being in *Zugzwang* loses the Rook in two variations. For example, 6.., R—Kt 3 ; 7 K—R 2. Or 6.., K—R 3 ; 7 B—K 8 ! It is remarkable that the Rook is pinned twice and along different diagonals (echo-variations).

No. 294
L'Echiquier, 1925
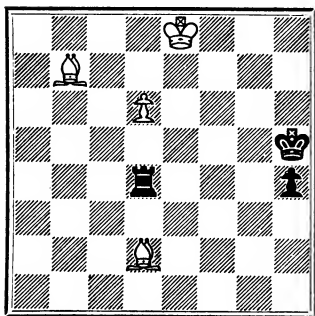
1 B—K 3   R×P
2 K—K 7 (domination)
               R—K Kt 3
3 B—B 3 ch   R—Kt 5
4 K—B 6   P—R 6
5 B—Kt 5
And wins. For example, 5.., P—R 7 ; 6 K—B 5, and 7 B×R mate.

———

2   R—K R 3
3 B—B 3 ch   K—Kt 3
4 B—K 4 ch   K—Kt 2
......Or K—R 4 ; 5 K—B 7, P—R 6 ; 6 B—B 3 ch, K—R 5 ; 7 B×R, K—Kt 6 ; 8 B—Kt 7 and wins.

5 B—Q 4 ch   K—Kt 1
6 B—Q 5 ch   K—R 2
7 K—B 7

And wins. For example, 7.., P—R 6; 8 B—K 4 ch, R—Kt 3; 9 B—Kt 7, P—R 7; 10 B×R mate.

Or 7.., R—Q 3 (Q R 3); 8 B—K 4 ch, K—R 3; 9 B—K 3 ch, K—R 4; 10 B—B 3 mate.

Or 7.., R—R 4; 8 B—, K 4 ch, K—R 3; 9 B—K 3 ch, R—Kt 4; 10 K—B 6, etc.

The study demonstrates the advantage of two Bishops over a Rook.

No. 295
Tidscrift for Schack, 1917

Black threatens P—Kt 7 ch and White is forced to sacrifice his Black Bishop. But after 1 B×P, R×B; 2 K×P, R—Kt 3 or Q 6, White has nothing left to hope for.

1 B—K 6 ch   K—R 1 !

......If K—B 1; then 2 B—Q 6 ch, K—K 1; 3 B×P and Black cannot capture the Bishop because of 4 P—R 7 and even after 3.., R—B 1; 4 P—R 7 also wins.

2 B—K 5 ch   K—R 2
3 B×P   R×B
4 K×P (domination)

And thanks to the altered position of Black's King the Rook is lost and White Queens his Q Kt P after 4.., R—Kt 3 !; 5 B—B 5, etc.

No. 296
L' Echiquier, 1930

1 R—Kt 4 ch

The necessity of driving Black's King to the K R file will become evident later.

1   K—R 1
2 P—B 7   B—K B 4
3 R—K B 4   B—Kt 6
                (Q Kt 3)
4 R×B   B×P
5 K—B 6 (domination)

And the Bishop is trapped.

A draw would result if 1 P—B 7 ?, B—K B 4; etc. Here after 4 K—B 6 the Bishop would be safe on K R 7.

A study on the same theme as No. 256.

No. 297
Pravda, 1926

White must Queen his Pawn. This cannot be done by 1 P—R 7 ?, R—K 6 ch (K 8) ; 2 K—Kt 4, R—K 5 ch ; 3 K—Kt 5, R—K 4 ch ; 4 K—Kt 6, R—K 3 ch ; 5 K—B 7, R—K 2 ch ; 6 Kt—Q 7, R—K 1 and White is helpless against the threat R—Q R 1. With the following combination White makes the checks not dangerous.

1 Kt—B 4

Roman theme (Compare with No. 240).

If now Black leaves the Rook on the King's file, then 2 P—R 7, and from checks White's King goes to the sixth or second rank. If 1.., R—K 2 ? ? ; 2 Kt—Kt 6 ch. After

1   R × Kt !

......Black's Rook can again check along the K B file. But now the Knight protects the Pawn.

2 P—R 7   R—B 8
3 K—Kt 2 (R 2)   R—B 7 ch
4—8 K—Kt 3, Kt 4, Kt 5, Kt 6, B 7.
8   R—B 2 ch
9 Kt—Q 7

And Black cannot move the Rook to the eighth rank.

———

1   R—K 6 ch
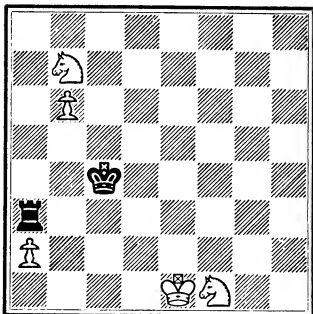2 K—Kt 4

If K—Kt 2 then R—K 5, etc.

2   R—K 5 ch
3 K—Kt 5   R—K 4 ch
4 K—Kt 6   R—K 5 !
5 P—R 7   R—Kt 5 ch
6 K—R 5   R—Kt 8
7 Kt—R 6   R—R 8 ch
8 K—Kt 6 (Kt 5)

And the King escapes, marching to the Queen's file.

No. 298
Deutsche Schachzeitung, 1913

1 Kt—Q 6 ch
With any other move White loses both Pawns.

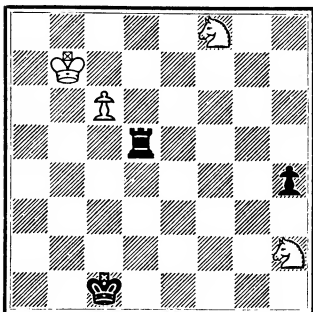1   K—Q 6 !
......Playing for a stalemate.

2 P—Kt 7   R × P
3 P—Kt 8 (R) ! !
And wins. If 3 P—Kt 8 (Q) ? Black forces a stalemate by R—K 7 ch ; 4 K—Q 1, R—Q Kt 7 ! ; 5 Q × R, Stalemate.

No. 299
Deutsche Schachzeitung, 1909

1 P—B 7   R—Q B 4 !
......Or R—Kt 4 ch ? ; 2 K—B 6, R—Kt 7 ; 3 Kt—K 6 (Q 7) and Queens the Pawn. In the pending end-game of two Knights against a Pawn on K R 6 White must reach a

position which would be a continuation after check with Knight on K B 4, White's King on Q 5 and Black's King on his Q 6 (Compare with No. 138.) Therefore White's Pawn must not be moved (2 P—B 8 (Q) ? ?, R × Q draw), but Black must be forced to take the Pawn on Q B 7.
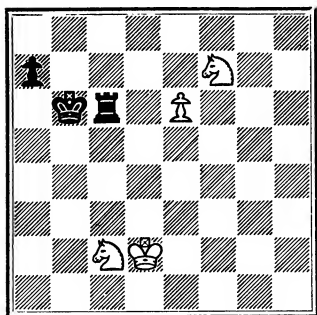
2 Kt—K 6 !   R—B 7
3 K—Kt 6   R × P
4 K × R   K—Q 7 (Q8)
5 Kt—B 4 !   P—R 6 !
6 K—Q 6 !

To be able after 6.., K—K 6 (K 8) to reply with 7 K—K 5, K—B 7; 8 K—K 4 !, K—Kt 6; 9 Kt—K 2 ch. All White's moves are theoretically the only moves.

6   K—B 7
    ..... If K—Q 7 (Q 8); 7 K—Q 5, K—B 6; 8 K—B 5. Or 7.., K—R 7 (B 8); 8 K—R 4.

7 K—B 6 !   K—Q 7 (Q8)
    ..... If K—Kt 7; 8 K—Kt 5, K—Kt 6; 9 Kt—Q 5.

8 K—Q 5   K—K 6 (B 6)
9 K—K 5 (B 5)
And wins.

No. 300
500 Endspielstudien

In the present position White need not fear to exchange the Pawn for the Rook as being left with two Knights White must win as there is a Black Pawn on the board.

1 P—K 7   R—K 3 !
2 Kt—Q 6 !

Only a draw would result if 2 Kt—K 3 ?, R × P; 3 Kt—Q 5 ch, as it would not have been possible to stop Black's Pawn on Q R 5.

2   R × Kt ch
3 Kt—Q 4

White sacrifices the second Knight to prevent Black from taking command of the King's file.

3   R × Kt ch
4 K—K 3   R—Q 8
5 K—K 2

And must win. For example, 5.., R—Q 4 (Q Kt 8); 6 P—K 8 (Q), R—Q Kt 4 (endeavouring to create a stalemate position by P—R 3 and K—Kt 2); 7 K—Q 3, P—R 3; 8 Q—Q R 8 (not permitting Black's King the square Q Kt 2), R—Kt 5 ! (R—Kt 6 ch; 9 K—B 4, R—Kt 4 and also 8.., K—R 4; 9 Q—Q 8 ch would only have shortened the play); 9 K—B 3, R—Kt 4; 10 Q—Kt 8 ch with three variations :—
10.., K—B 3; 11 Q—R 7, R—R 4 (R—Kt 3; 12 K—B 4); 12 K—Kt 4, R—Kt 4 ch; 13 K—R 4, R—Kt 3; 14 K—R 5 and wins the Pawn.
10.., K—B 4; 11 Q—B 7 ch, K—Q 4; 12 Q—B 4 ch, K—Q 3 (K—K 4; 13 Q—B 6); 13 K—Q 4 !, K—Q 2 (K—K 2; 14 Q—B 6); 14 Q—R 4, etc.
10.., K—R 4; 11 Q—Q 8 ch, K—R 5; 12 Q—Q 6, K—R 4 (R—Kt 6 ch; 13 K—B 4, P—R 4; 14 Q—Q 1); 13 K—B 4 and Black is in *Zugzwang.* 13.., R—Kt 8 !; 14 Q—Q 8 ch, K—R 5; 15 Q—Q 2, etc.

2   R × P
3 Kt—B 8 ch
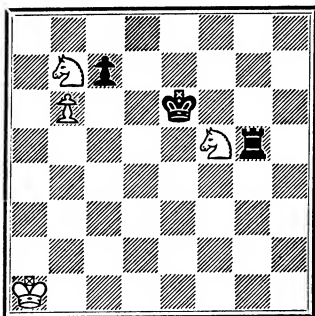And wins. For example, 3.., K—Kt 4; 4 Kt × R, K—B 5! (P—R 4; 5 Kt—B 5, K—Kt 6! (P—R 4; 6 Kt—Q 6 ch, K—B 4;

7 Kt (B 5)—K 4 ch and 8 Kt—
B 3) ; 6 Kt—Q 4 ch, K—B 5 ;
7 Kt—K 2, P—R 4 ; 8 Kt—
B 3 and stops the Pawn on
Q R 5.

In the first variation White
sacrifices both Knights and
twice deflects the Rook, first
along the rank and later along
the file.

Compare with No. 303.

No. 301

Deutsche Schachzeitung, 1911

1 Kt—Q 8 ch !   K—Q 2 !
2 P—Kt 7   R—Kt 3 !
　......Or R—Kt 8 ch ;   3
K—Kt 2, R—Kt 7 ch ; 4 K—
B 3, and if 3.., R—Kt 3 ; then
4 Kt—B 6.

3 Kt—B 6 !
　Enticing the Rook into an
unfavourable position.

3   R × Kt
4 P—Kt 8 (Kt) ch !
　If 4 P—Kt 8 (Q) ?, then R—
R 3 ch and 5.., R—Kt 3 ch.

4   K—K 3
5 Kt—Q 4 ch
　And wins.

―――――

3   R—Kt 1
4 P—Kt 8 (Q)   R × Q
5 Kt × R ch   K—K 3
6 Kt—Q 4 ch, etc.
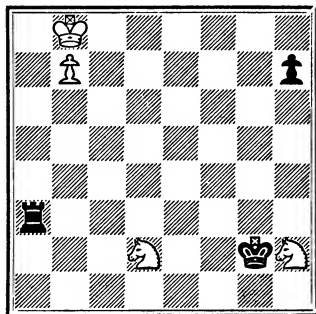
―――――

1   K × Kt

2 P × P
　If 2 P—Kt 7 ? then R—
Kt 3 ;   3 P—Kt 8 (Q), R—
R 3 ch.

2   R—Kt 8 ch
3 K—Kt 2
　And White's King escapes
from further checks on Q Kt 5.

No. 302

1 K—B 7 !
　It is necessary for White to
exchange his Pawn on Q Kt 7
and not on Q Kt 8 to be able
in two moves to reach Q 5 (see
fifth and sixth move). There-
fore not good is either 1 K—
B 8 ?, R—K Kt 6 ; 2 Kt (Q 2)
—B 1, R—Kt 1 ch ; nor 1 Kt
(Q 2)—B 1, R—Q Kt 6 ; 2 K—
B 7, R—B 6 ch, etc.

1   R—R 2
　......Forced. If .., R—
B 6 ch ; 2 K—Q 7, and escapes
from checks on K B 7.

　The position looks like a
draw as Black's Pawn cannot
be stopped from reaching the
K R 6 square. For example,
2 Kt (R 2)—Kt 4, P—R 4 ; or
2 Kt (R 2)—B 3, K—Kt 6, etc.
Nevertheless White obtains a
winning position even against
the Pawn on Q R 6, in the
following manner :—

2 Kt (Q 2)—B 1
　White voluntarily paralyses
both his Knights ! Not per-
missible was 2 Kt (Q 2)—B 3 ?
because of K—Kt 6 !, and
after Black's Pawn has
advanced to K R 5, Black's

King over K B 5 moves into the drawing zone. Now the two Knights attack the squares K 3, B 3, Kt 3, Kt 4 and Black's King has an exit only over B 2, K 2, Q 3, or over R 3, R 4, Kt 5.

FIRST VARIATION

	K—B 7
K—B 8	R × P
K × R	P—R 4

If at once K—K 7; then 5 Kt—Kt 3 ch, and 6 Kt—R 5.

K—B 6	K—K 7
K—Q 5	K—Q 6

If P—R 5; 7 K—Q 4 and enforces the "Plotitzen" position. For example, 7.., K—Q 8; 8 K—B 3, K—K 8! (or K—B 8; 9 Kt—K 3, K—Kt 8; 10 Kt—B 3, etc.); 9 K—Q 3, K—B 7; 10 K—Q 2, etc., but if 9.., K—Q 8; 10 Kt—K 3 ch, K—K 8 (K—B 8; 11 K—B 3); 11 Kt (R 2)—Kt 4.

Kt—Kt 3 !

The win is in the balance. The threat was P—R 5, P—R 6, after which only a check, Kt—K B 4 ch, wins.

P—R 5 !

......Black's King can only move to the second rank which White is trying to force. If 7.., K—B 6 (K 6) then 8 and 9; 8 Kt—K 4 ch and Kt—Kt 5 (B 2) or Kt—B 5 ch and Kt—R 4. If 7.., K—B 7 the best is 8 Kt—K 4, P—R 5!; 9 K—B 6.

Kt—R 5 !

If now 8.., P—R 6 to move to 9 K—B 4 ch.

K—K 6

......Or K—K 7 (if K—B 6, Q 7, B 7; 9 Kt—Kt 4, P—R 6!; 10 K—B 5 or Q 4, B 4); 9 K—K 4, K—B 7!; 10 Kt—B 6, K—K 7 (K—Kt 6, Kt 7; 11 Kt (B 6)—Kt 4); 11 Kt—B 3, K—K 7 (B 8); 12 Kt—Kt 4, K—K 7; 13 Kt (Kt 4)—R 2, K—B 7; 14 K—Q 3.

9 K—K 5	K—B 7
10 Kt—B 6	K—K 6
11 Kt (B 6)—Kt 4 ch	

And Black's King is forced to move to the second rank. (If K—Q 6?; 12 Kt—B 2 ch and 13 Kt—R 3.) For example, K—Q 7; 12 K—Q 4, K—B 7; 13 Kt—K 5, K—Kt 6; 14 Kt—B 6, K—B 7 (Kt 7); 15 Kt—B 3, etc.

SECOND VARIATION

2	K—R 6
3 K—B 8	R × P
4 K × R	K—R 5
5 K—B 6	K—Kt 4

......Hoping for 6 K—Q 5?, K—B 5! and Black is saved as the Pawn would now advance to Q R 6. For example 7 Kt—Q 2, P—R 4; 8 Kt (Q 2)—B 3, P—R 5, etc. Not to a draw would lead 5.., P—R 4; 6 K—Q 5 (but not 6 Kt—Q 2?, K—Kt 6; 7 Kt (Q 2)—B 3, P—R 5; 8 K—Q 5, K—B 5 draw), K—Kt 4; 7 K—K 5, P—R 5; 8 Kt—B 3 ch, K—Kt 5; 9 K—K 4, P—R 6; 10 Kt (B 1)—R 2 ch.

6 Kt—Q 2 !

Betraying the hopes of Black! If now 6.., P—R 4 or K—B 4; then 7 Kt (Q 2)—B 3 (ch) and Black's Pawn will be stopped at K R 4.

6	K—B 5 !
7 Kt (Q 2)—B 3	K—Kt 6 !

......The advance of Black's Pawn to K R 6 is now guaranteed, but the manœuvre of the King means two lost tempi (fifth and sixth moves) which go to the benefit of White's King.
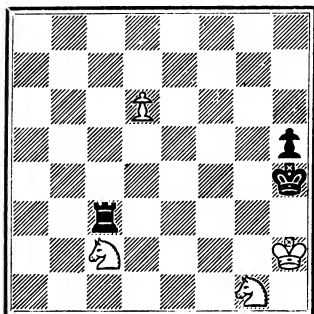
8 K—Q 5	P—R 4
9 K—K 4	

And wins, as the exit for Black's King over K B 5 is closed.

In the first variation Black's King reaches the third rank as in Nos. 138 and 299.

No. 303

Shahmatni Listok, 1923

Black's Pawn on K R 4 permits White to expect a win with two Knights if Black exchanges the Rook for Pawn.

1 Kt—K 3

If P—Q 7 ? then R × Kt ch
2 K—R 1, K—Kt 6 !

1   R × Kt

...... Clearly not R—Q 6 ??
2 Kt—B 3 mate.

2 P—Q 7

Having got the Rook to the King's file White cannot be checked along the second rank.

2   R—Q 6
3 Kt—B 3 ch !   R × Kt
4 P—Q 8 (Q) ch

And wins. For example, 4 ..,
K—K 5 ; 5 Q—Kt 8 ch, K—
B 5 (B 4) ; 6 Q—B 7 ch, K—
Kt 5 ; 7 Q—Kt 6 ch, K—R 5 ;
8 Q—K 4 ch, etc. Or 5 ..,
K—R 5 ; 6 Q—Kt 2, R—B 6
(Kt 6, R 6) ; 7 Q—K 4 ch, K—
Kt 4 ; 8 Q—K 5 (Q 5, K 7) ch.

---

1   K—Kt 4

2 Kt—B 3 ch

But not 2 Kt—R 3 ch, K—
R 3 ; 3 Kt—B 5 ch, K—Kt 3 ;
or 3 P—Q 7, R—Q 6 ; 4 Kt—
B 5 ch, K—R 2 ; in both cases
—draw.

2   K—B 3 !

...... If K—R 3 ; 3 P—
Q 7, R—Q 6 ; 4 Kt—B 5 ch
and 5 Kt—Q 4. If 2 .., K—

Kt 3 ; 3 P—Q 7, R—Q 6 ; 4
Kt—K 5 ch and if 2 ., K—
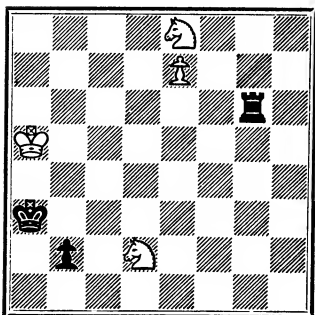B 5 ; 3 Kt—Q 5 ch, etc.

3 Kt—Q 5 ch   K—K 3
4 Kt × R

And wins.

In the first variation White sacrificing both Knights twice deflects the Rook along the rank.

Compare with No. 300.

No. 304

White's only hope is the passed Pawn. Very promising looks 1 Kt—B 6 ?, R—Kt 4 ch ; 2 K—R 6 !, R—K 4 ; 3 Kt—B 4 ch, K—Kt 5 ; 4 Kt × R, P—Kt 8 (Q) ; 5 P—K 8 (Q) as the material advantage of two Knights would guarantee a win. But, after 5 .., Q—B 8 ch ! one Knight is lost, after which a draw is certain.

The correct way to win is as follows :—

1 Kt—B 7 !   R—Kt 1

...... Now 1 .., R—Kt 4 ch
is not possible because of 2
Kt—Kt 5 ch.

2 Kt—Kt 5 ch

There is no hope to Queen the Pawn, as the Knight on Q 2 is unable to render assistance. White instead plays for mate.

2   K—R 7
3 Kt—B 3 ch   K—R 6 !
4 Kt (B 3)–Kt 1 ch
**   K—R 7**

5 K—Kt 4 ! !

That is the point ! White's King, threatening mate in two moves, for a moment prevents Black's Rook from moving to K 1 and thus wins time to come nearer to his Pawn.
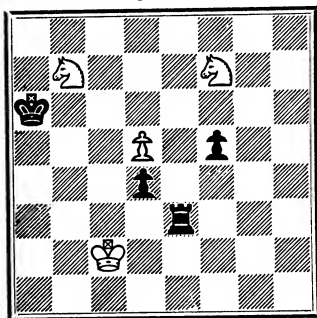
    K—R 8

  ...... Or R—Q Kt 1 (K K 5) ch.

6 K—B 5

And wins the Rook for the Pawn, as Black's King cannot escape from his prison. After the exchange White's King will return to Q R 4 (Q Kt 4) in such a moment when Black's King is on Q R 8 and then after .., K—Q R 7 follows mate in two moves.

No. 305

L' Echiquier, 1914

1 P—Q 6   **R—B 6 ch**

 ...... Or R—K Kt 6 ; 2 P—Q 7, R—Kt 1 ; 3 Kt (Kt 7)—Q 6, R—Kt 7 ch ; 4 K—Q 3.

2 K—Q 2   **R—B 2 !**

A sacrifice of the Rook to bring the Pawn on a square where it can be captured by the King.

3 P—Q 7

Passing the Rook the Pawn forces the Rook to a square where it will be vulnerable. If P × R ?, K × Kt draw.

3   **R × Kt**

 ...... Or R × P ; 4 Kt—B 5 ch ! ; 5 Kt × R, and 6 Kt—K 5.
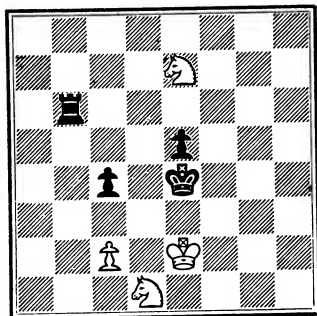
4 P—Q 8 (Q) **R × Kt**
5 Q—Q 6 ch **K—R 2 !**
6 Q × P ch   **K—Kt 1**
7 Q—Q 5

And wins the Pawn.

The theme of the present study is the sacrifice of White's Pawn in response to the sacrifice of Black's Rook.

No. 306

Deutsche Schachzeitung, 1914

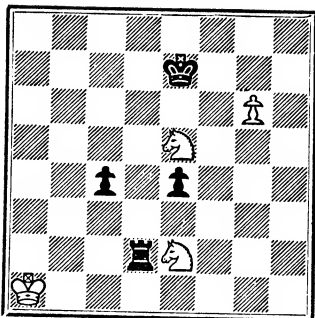**1 Kt—B 3 ch** **K—Q 5**
2 Kt—R 4 (domination)

      R—Kt 6 !
3 P × R   **P × P**
4 Kt—B 5 ch

And wins in the end-game two Knights against the Pawn on K 5.

---

2   **R—K B 3**

 ...... Or (Kt 2, Q R 3, K 3).

3 P—B 3 ch **K—K 5**
4 Kt—B 5 ch **K—B 5**
5 Kt—Q 5 ch or Kt × R, etc.

---

2   **R—Kt 4**
       (Kt 8)
3 Kt—B 5 ch **K moves**
4 Kt—B 3 (Q 6) ch

And wins the Rook.

This study was the generator of many other studies by the author and by Rinck upon the same theme. Compare with Nos. 219, 221, 226, 227.

No. 307

One would think that after White loses the Pawn it must be a draw as Black in advancing his K P would release the Q B P which is stopped by a Knight.

1 P—Kt 7   R—Q 1 !
    ......If R—Q 8 ch ; 2 K—
R 2 !, R—Q 1 or R—Q 7 ch ;
3 K—R 3 !, R—Q 1 would only
make the game easier for White
with an end-game two Knights
v. Pawn on Q B 5. See note to
the seventh move.

2 Kt—B 6 ch   K—B 2
3 Kt × R ch   K × P
4 Kt→Q B 3   P—K 6 !
5 Kt—K 6 ch   K—B 3
6 Kt—Q 4   K—K 4 !
    ......If K—Kt 4 ; 7—9
K—Kt 2, B 1, Q 1, K—B 7 ! ;
10 Kt—B 2 becomes possible.

7 Kt—B 2 !
    That is the point ! The
manœuvre 7 Kt (Q 4)—K 2
would lead to a win if White
had his King on R 2. Then the
play could proceed : 7.., K—
B 4 ; 8 K—R 3, K—Kt 5 ;
9 K—Kt 4, K—B 6 ; 10 K—
B 5, K—B 7 ; 11 K—Q 4, K—
K 8 ; 12 K × K P, just in time
to prevent Black's King from
continuing K—Q 7, Q B 7,
Q Kt 7. Now White with his
King on Q R 1 is one move
short.

7   K—B 5
8 K—Kt 2   K—B 6 !
9 K—B 1   K—B 7 !

10 K—Q 1
    Just in time ! In this
position White wins only
because Black has the move.
If for example 8 K—Kt 1 ?
then K—B 7 ; 10 K—B 1,
K—B 6 ! ; 11 K—Q 1, K—
B 7 ; 12 Kt—Q 4, K—B 8 ! ;
13 K moves, K—B 7 ! and
White's King cannot come
near the K P.

10   P—K 7 ch
    ......Now this is forced. If
K—B 6, then K—K 1, etc.

11 K—Q 2 !
    But not at once 11 Kt × P ?,
P—B 6 and draws.

11   K—B 8
12 Kt × P   P—B 6 ch
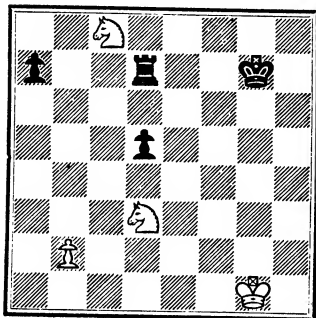13 K—K 3 !   K—Kt 7 !
14 K—B 4 !   K—R 6 !
15 K—Kt 5 !
    Again in time ! Black's King
is surrounded and mated in
the lower right hand corner.
For example, 15.., K—R 7 ;
16 K—R 4, K—Kt 7 ; 17 K—
Kt 4, K—B 8 (K—B 7 ; 18
Kt—B 4) ; 18 Kt (K 2)—Q 4,
K—Kt 7 ! (K—B 7 ; 19 K—
R 3) ; 19 Kt—K 6 and if ..,
K—B 7 or R 7 then 20 Kt—
B 4, but if 19.., K—B 8 ; then
20 K—B 3, etc.

No. 308
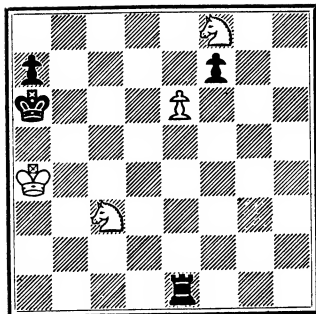*Tidscrift för Schack*, 1916

1 Kt—B 5   R—K B 2
2 Kt—Q 6   R—B 6
3 K—Kt 2 (domination)
    And wins the Rook.

No. 309
500 Endspielstudien

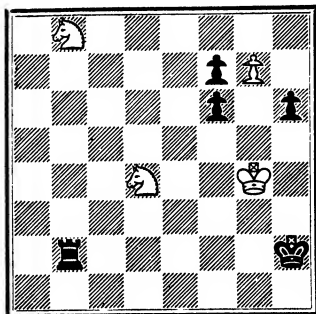|	
1 P×P	R—R 8 ch !
2 K—Kt 4	R—K B 8
3 Kt—K 6	

If Kt—Q 5 ? then R—Kt 8 ch ; 4 K—B 5, R—B 8 ch ; 5 K—Q 6, R—B 8, and draws. For example, 6 K—K 7, R×P ch (but not R—K 8 ch ? ?, Kt—K 6, etc.).

3	R×P
4 Kt—Q 5	R—Kt 2 ch
5 K—R 4	R—Kt 4
6 Kt—B 7 ch	

And wins.

1	R—K 2
2 Kt—K 6	R×P
3 Kt—Q 5, etc.	

No. 310
Deutsche Schachzeitung, 1907

1 Kt—B 3 ch	K—R 8 !
2 Kt—Q 7	R—Kt 7 ch

3 K—R 3	R×P

......Or P—B 4 ; 4 Kt—B 6, R×P ; 5 Kt—R 5, R—Kt 1 (Kt 3, Kt 5) ; 6 Kt—Kt 3 ch, R×Ktch ; 7 K×R, and as soon as K R P has reached the K R 7 square follows mate with Kt—B 2 mate.

|	
4 Kt×P	R—Kt 4
	(Kt 7)
5 Kt—K 4	R—R 4 ch
6 K—Kt 3	R—Kt 4 ch
7 K—B 2	R—Kt 7 ch !
8 K—B 1	moves
9 Kt—B 2 ch	R×Kt ch
10 K×R, etc.	

2	P—B 4 ch
3 K—R 3	R—Kt 7
4 Kt—B 6	R×P
5 Kt—R 5, etc.	

In this study Black loses because there are double Pawns on the K B file. With one Pawn only on the K B file Black would be saved by 4.., P R 4 ! (instead of R×P). For example, 5 P—Kt 8 (Q), R×Q ; 6 Kt×R, P—R 5. Or 5 Kt×P, R×P leads to the end-game two Knights against Pawn on K B 5.

In the second part of the treatise Two Knights against Pawns the reader will find a simpler position with the same finale.

No. 311
Shahmati, 1925
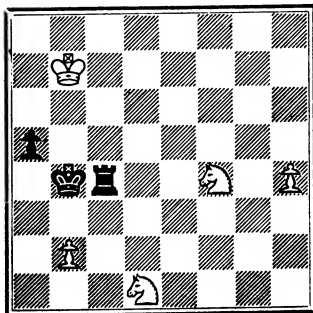
1 Kt—K 3   R—K 5 !
    ......If R×Kt; 2 Kt—Q 5 ch, K—Kt 6; 3 Kt×R, K×P; 4 Kt—Q 3 ch.

2 Kt—Q 3 ch   K—Kt 4
3 Kt—K B 5 ! (domination)
    A move seemingly accentuating the helplessness of Black's Rook despite the fourteen available squares for retreat.

3   R—K Kt 5
    ......Or R×P; 4 Kt×R, P—R 5 (K—B 5; 5 Kt—B 1); 5 Kt—B 3, K—B 5 (P—R 6; 6 P—Kt 3, P—R 7; 7 Kt—Q 4 ch); 6 Kt—B 1, P—R 6 (K—Kt 5; 7 Kt—Q 4, P—R 6; 8 P—Kt 3); 7 P×P, K—Kt 4; 8 Kt—Q 4 ch.

4 P—Kt 3
    With the disagreeable threat of mate in one move.

4   P—R 5
5 Kt—Q 6 ch   K—R 4
6 Kt—B 4 ch   K—Kt 4
7 Kt—R 3 ch !
    Now White not only protects the Q Kt 5 square (restricting the movement of Black's King) but also stops Black's Pawn from advancing.

7   K—R 4
8 P—Kt 4 ch   R×Kt P
9 Kt×R   K×Kt
10 Kt—Kt 1
    And wins.

The position is very simple. It seems unbelievable that White in a few moves is able to put his opponent into *Zugzwang*. But that is exactly what happens.

1 Kt—B 4 ch   K—B 5
    ....The only move, otherwise Black loses the Rook immediately.

2 Kt—Kt 7 !   R—Q 4 !
    ......The only retreat for the Rook. R—B 2 or Kt 4 is bad because of 3 Kt—K 6 ch, K—B 4 (K 5); 4 Kt—Q 6 ch, etc.

3 Kt—K 6 ch   K—K 5
4 K—Kt 4 (domination)
    Not allowing Black's Rook to escape from the net.

4   P—R 4 ch
    ......Forcing White's King to give up the command of the K B 4 square. But now the K Kt 5 square is free for the Knight. If 4 R—Q 8; 5 Kt—B 5 ch and 6 Kt—K 3 ch.

5 K—R 4 !
    Black is in *Zugzwang*.

5   R—Q 8
6 Kt—Kt 5 ch
    If Kt—B 5 ch ? then K—B 5 !
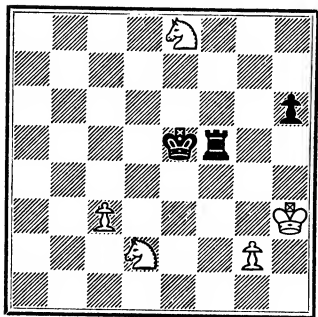
6   K—B 5
7 Kt—R 3 ch   K moves
8 Kt—B 2 ch or Kt—K 3 ch
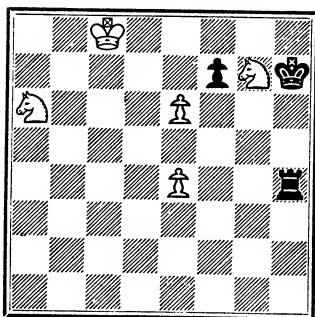   And wins the Rook.
    Compare with No. 325.

No. 312
Bohemia, 1913

No. 313
500 Endspielstudien

1 Kt—K B 5   R×P
2 P×P

This is now an interesting position. In anticipation of Black's next move White promotes his Pawn to different pieces.

2   R—K 4
3 P—B 8 (R) !

And wins. 3 P—B 8 (Q) ?, R—K 1 ch ; 4 Q×R and stalemate.

---

2   R—K 3

...... Intending after 3 P—B 8 (R) to capture the Knight.
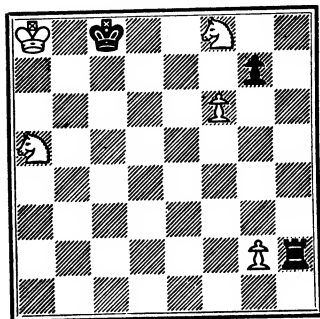
3 P—B 8 (Kt) ch !
And wins.

---

2   R—K Kt 5
3 K—Q 7   R—Kt 1
4 K—K 7

And Queens the Pawn after moving the Knights to Q 7 and K B 6 respectively.

Compare with No. 273.

No. 314

1 P—B 7   R×P !
2 Kt—K 6 !   R—K B 7
3 P—B 8 (Q or R) ch
        R×Q (R)
4 Kt—Q B 4 !

Threatening mate. If 4 Kt× R ?, P—Kt 4 and draws.

4   K—Q 2 dis. ch.
5 Kt×R ch   K—K 2

6 Kt—Kt 6 ch

And wins. For example, 6 .., K—B 3 ; 7 Kt (B 4)— K 5, etc.

No. 315
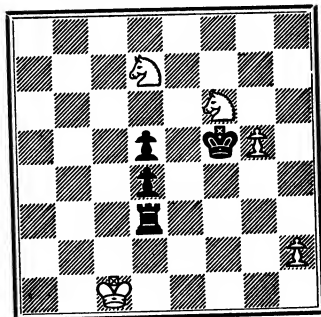*Bohemia*, 1907
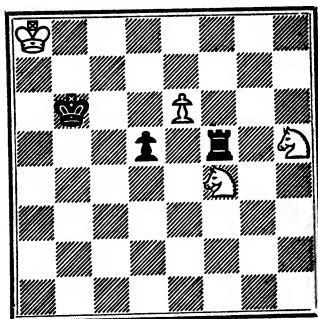
1 Kt—B 6   R×Kt (B 3)

...... If P—Q 5 ; then 2 P—K 7, K—B 2 ! ; 3 Kt— K 6 ch, K moves ; 4 P— K 8 (Q), and if 1 .., R×Kt (B 5) (R—K 4 ? ; 2 Kt—Q 7 ch) then 2 P—K 7, K—B 2 ! ; 3 P—K 8 (Q) and wins ; and finally 1 .., K—B 2 would lead only to transposition of moves, 2 P—K 7, R×Kt (B 3), etc.

2 P—K 7   K—B 2 !
3 P—K 8 (Kt) ch !

And wins. For example, K—B 3 (Q 2) ; 4 Kt×R (ch), K—B 4 (K 2) ; 5 Kt—Kt 4, 6 Kt—B 2, 7 Kt—Q 3.

No. 316
Shahmatni Listok, 1924

1 P—Kt 6

Sacrificing the Pawn, White sets a trap for Black's Rook.

1   R—B 6 ch

......Or K×P; 2 Kt—K 5 ch, K×Kt; 3 Kt×R, K—B 4 (Kt 4); 4 K—Q 2 and wins.

2 K—Kt 2

The King prevents the Rook from moving to Q Kt 3 or Q R 3.

2   K×P

3 Kt×P (domination)

Unexpectedly the Rook is trapped. After exchanging Knights for Rook White Queens his Pawn. For example 3.., R—K 6; 4 Kt×R, P×Kt; 5 K—B 2, K—B 4 (Kt 4); 6 K—Q 3, K—Kt 5; 7 Kt—K 5 ch, K—B 5; 8 Kt—B 4, K—Kt 5; 9 Kt×P ch. Or 3.., K—B 4; 4 Kt×R, P×Kt ch; 5 K×P, K—Kt 5; 6 Kt—K 5 ch, K—R 6; 7 Kt—B 3.

---

2   R—R 6

......To capture both Pawns of White.

3 P—Kt 7   R×P ch

4 K—B 1 !

Playing now K—Kt 3 ? White would miss the win 4.., R—R 6 ch (R—Kt 7 ?; 5 P—Kt 8 (Q) and wins by the end-game two Knights against Pawn on Q 5); 5 K—B 2, P—Q 6 ch (R—R 7 ch ?; 6 K—B 1 ! and wins. Or 5.., K—Kt 6 ?; 6 P—Kt 8 (Q), P—Q 6 ch; 7 K—Q 2 ! and wins); 6 K—Q 2 !, R—R 7 ch !; 7 K×P (forced), R—R 7 ! (R—R 6 ch ?; 8 K—Q 4, and wins); 8 P—Kt 8 (Q), R×Q; 9 Kt×R, P—Q 5, draw.

4   R—Kt 7

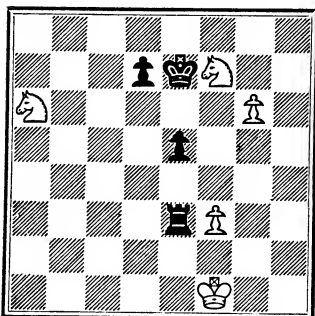......If the Rook checks White's King moves to Q 2, Q 3, Q 4 which does not alter the final issue.

5 P—Kt 8 (Q)

And wins. The simplicity of the starting position strengthens the impression of the main variations based on the capture of the Rook.

No. 317

L' Echiquier, 1927

1 Kt—R 6

A draw results if 1 K—B 2 ?, R—B 6 !; 2 Kt—Kt 4, R—B 4; 3 Kt—Q 3, R—B 7 ch; 4 K—K 3, P—Q 3; 5 Kt—B 2, K—B 3; 6 Kt—K 4 ch, K×P; 7 Kt×P, R—Q R 7. Or 2 Kt×P, K—B 3; 3 Kt—B 5, R—B 7 ch; 4 K—Kt 3 (K—K 3, K×Kt), P—Q 3; 5 Kt (B 5)—Q 7 ch, K—Kt 2; 6 P—B 4, P×Kt; 7 Kt×P, R—K 7; 8 K moves, R×Kt. In this variation White's 3 P—B 4 would be answered by Black with 3.., P—Q 3; 4 Kt—Q Kt 4, P×Kt, etc., draw.

1   R×P ch

......If R—B 6; then 2 P—Kt 7, R—B 1 ?; 3 P—Kt 8 (Q); or 2.., R×P ch; 3 K—K 2, R—B 1; 4 P×R (Q) ch ! and if 1.., K—K 3 (Q 1, etc.) then 2 P—Kt 7, R×P ch; 3 K—K 2, R—K Kt 6; 4 P—Kt 8 (Q), R×Q; 5 Kt×R. As result also two Knights against Pawns on Q 4 and K 4. But if 1.., K—B 1 ?; 2 P—Kt 7 ch, K×P; 3 Kt—B 5 ch, etc.

2 K—K 2   R—K R 6 !

......If R—K Kt 6; 3 Kt—B 5 ch, K—B 3; 4 Kt×R, K×P (P—Q 4 ?; 5 Kt—

K B 5, K × P ; 6 Kt—K 7 ch ;
7 Kt × P and 8 Kt—K 3) ; 5
Kt—B 7, moves ; 6 Kt—Q 5
or Kt—K 4.

P—Kt 7	R × Kt
P—Kt 8 (Kt) ch	

If 4 P—Kt 8 (Q) then R ×
Kt, draw.

	K—K 3
	(or moves)
Kt × R	P—Q 4 !

......Black renders the
greatest resistance with this
move. The further continua-
tion is already a matter of
theory. See the treatise of
Two Knights against Pawn in
the second part of this book.

Here I want to say only that
the win is guaranteed against
Pawns on K 4 and Q 4 if
White's King is in front of the
Pawns and the other pieces
are placed in such a manner
that the quick advance of one
of the Pawns does not prevent
White's King stopping the
other Pawn. Here are just the
conditions as needed after 6
K—Q 3 (or K 3). Then after
Black's 6.., P—K 5 (ch) ; 7
K—Q 4, P—K 6 follows 8 Kt—
Q B 5 ch ; 9 Kt—B 5 or Kt 4
and 10 Kt × P, and if 6..,
P—Q 5 (ch) ; 7 K—K 4, P—
Q 6 ; 8 Kt—Q B 5 ch. If 6
K—Q 3 and Black in reply
does not move one of the
Pawns but moves the King,
then White's plan must be to
bring his Knights to Q B 2 and
Q B 3 (or to K B 2 and K B 3
if White's King had moved
6 K—K 3). For example : 6
K—K B 3 ; 7 Kt—Q Kt 4, K—
Kt 4, ; 8—11 Kt—K B 7 ch,
Q 6, Q Kt 5, Q B 3, or 7..,
K—K Kt 3 ; 8—11 Kt—
KKt 4, K B 2, Q 1, Q B 3 and
12 Kt—Q B 2, K—K B 6 !

If Black's King marches in
the opposite direction 6..,
K—Q B 3 ; then 7 Kt—
KKt 4, K—Q B 3 ; 8 K—K 3,
and all the moves are repeated
mirrorely.

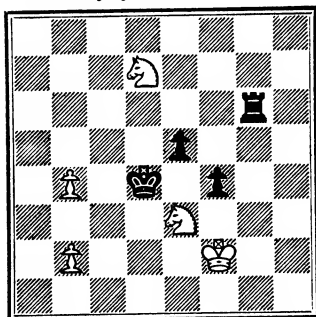(Echo-variation.)

No. 318
L' Echiquier, 1928
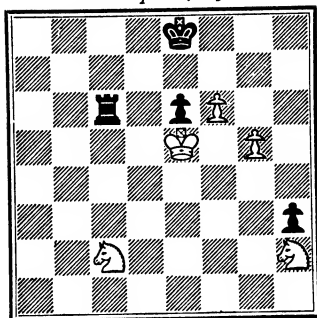
1 Kt—Q 4 !	R—B 4 ch
2 K × P	R × P
3 P—B 7 ch	K—B 1
4 K—B 6	R—B 4 ch
5 K × R	K × P
6 Kt—B 6	

And wins.
The study demonstrates the
maximum of space possible to
be covered by White's pieces
in the upper part of the chess-
board.

## No. 319
Tidscrift for Schack, 1917

1 Kt—B 5 ch	K—K 5 !

......If K—B 5 (Q 6) ; then
2 Kt × P ch, K × P ; 3-Kt × R,
K—Kt 6 ; 4 Kt—Q 4 ch, and
5 Kt—B 3 ; or 3.., P—B 6 ;
4 Kt—K 3, etc.

2 Kt—K 7 (domination)	
	R—K R 3
	(Kt 2, Q 3)

3 Kt—B 5 ch   K—Q 5
4 Kt—B 5 ch   K—B 5
5 Kt × R
    And wins. For example,
K × P; 6 Kt—Q 3 ch, K moves
7 Kt × P, etc.

     2   R—Kt 6 !
3 Kt—B 5 ch   K—Q 5
4 Kt—B 5 ch   K—B 5
5 Kt × R   P × Kt ch
6 K × P   K × P
7 Kt—Q 3 ch, etc.

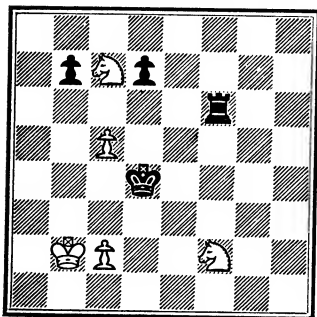This study represents a simplification of the following position:—

Deutsche Schachzeitung, 1914
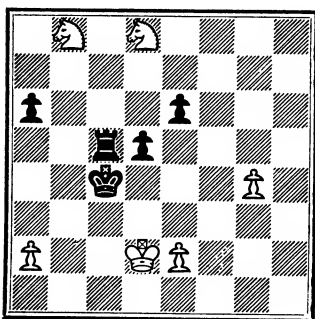
1 Kt—Kt 7   R—B 2
2 Kt—Q 6 ch   K—Q 5 !
3 P—K 3 ch   K—K 4
4 Kt—K 8 (domination)

No. 320

Eskilstuna Kuriren, 1916

1 P—B 3 ch   K—B 5
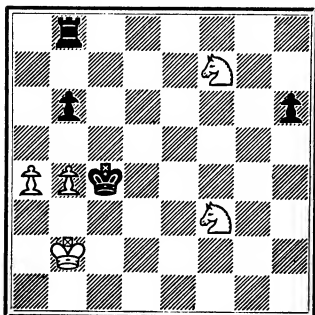2 Kt—Kt 4 (domination)
                R—B 5 (B 1)
3 Kt—K 5 ch   K × P
4 Kt—Q 3 (Kt × P) ch
                K—B 3
5 Kt × R   K × Kt
6 K—Kt 3, etc.

     2   R—B 3
                (K Kt 3)
3 Kt—K 5 ch   K × P
4 Kt × R
    And must win.
    Compare with Nos. 174, 264
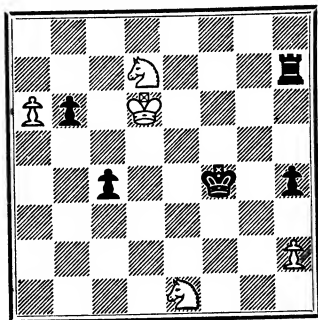and others.

No. 321

Baltische Schachblätter, 1912

1 Kt (B 3)—K 5 ch
                K—Q 4
      ......Or K × P; 2 Kt—B 6
ch, K × P; 3 Kt × R, K moves;
4 Kt—Q 7, K—B 5 (B 3); 5
Kt—B 6, P—R 4; 6 Kt—Kt 5
etc.

2 Kt—Q 7   R—Kt 2 !
3 Kt—B 6 ch   K—Q 5 !
4 Kt—Q 8 (domination)
    And wins the Rook.

     3   K—B 5
4 Kt—Q 6 ch   K × P
5 Kt × R   P—R 4 !
6 Kt—Q 5 ch   K moves
7 Kt—B 4, etc.
    Compare with No. 323.

No. 322

Deutsche Schachblätter, 1912

It would be a draw if White tries
1 P—R 7 ?, R—R 1 ; 2 Kt—Kt 8,
R—R 3 ch ; 3 K—B 7 (K—Q 5,
R—R 4 ch ; and .., R—Q R 4),
R—R 2 ch ; 4 Kt—Q 7, R—R 1 ;
5 Kt—Kt 2 ch, K—Kt 5 ; 6 Kt—
K 3 ch, K—R 6 ; 7 K—Kt 7, P—
B 6 ; etc. The following combina-
tion gives a win for White.

1 Kt—Kt 2 ch   K—B 6 !

...... If K—B 4 (Kt 4) then
2 P—R 7, R—R 3 ch (R—
R 1 ; 3 Kt—Kt 8, R—R 3 ch ;
4 K—Q 5) ; 3 K—Q 5, R—R 1 ;
4 Kt—Kt 8, and if 1 .., K—
Kt 5 (K 5) ; 2 Kt—B 6 ch.

2 P—R 7   R—R 1 !

...... If R—R 3 ch ; 3 K—
K 7, R—R 2 ch (R—R 1 ; 4
Kt—B 8) ; 4 K—K 8.

3 Kt×K RP ch! K—K 5
(Kt 5)

4 Kt—Kt 8

White is prepared for the
Rook checks having put
Black's King in an unfavour-
able position.

4   R—R 3 ch
5 Kt—Kt 6 !

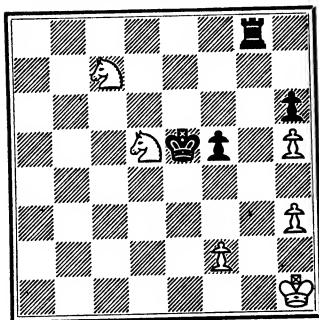Now the Rook also must go
into an unfavourable position.

5   R×Kt ch
6 K—B 7   R—Kt 2 ch

7 Kt—Q 7   R—Kt 1
8 Kt—B 6 ch, etc.

———

3   K—B 7 (K 7)

...... If K—K 6 ? then 4
Kt—B 5 ch and after that 5
Kt—Kt 8.

4 Kt—Kt 8   R—R 3 ch
5 K—K 5   R—R 4 ch
6 Kt—B 5, etc.

No. 323

Eskilstuna Kuriren, 1917

1 Kt—K 7   R—Kt 2

...... An interesting position
of the two Knights depriving
Black's Rook of all eight
squares of the eighth rank.
Compare with No. 321.

2 Kt—B 6 ch   K—K 5

...... On all other King
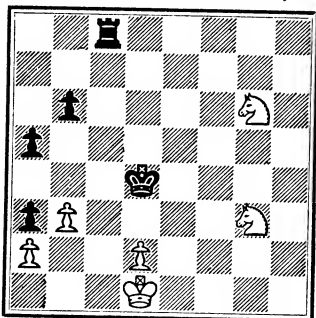moves follows a fork and check
with Knight on K 8 or K 6.

3 Kt—K 8 (domination)
R—Kt 4

4 P—R 4

And the Rook is lost.

———

1   R—Kt 4
2 P—B 4 ch   K×P
3 Kt—K 6 ch, etc.

No. 324

Eskilstuna Kuriren, 1917

In the previous studies both White pieces took part in the pursuit of Black, but in the present study the whole burden is placed on the Knight on K Kt 3.

1 Kt—B 5 ch   K—B 4
      ......Or K—Q 6; 2 Kt—
B 4 ch, K—K 5 and 3 Kt—
Q 6 ch.

2 P—Q 4 ch   K—Kt 5
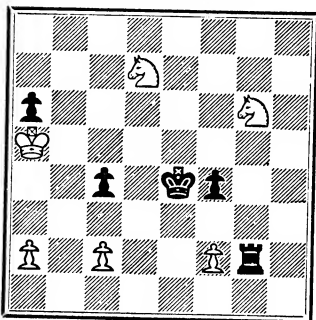3 Kt (B 5)—K 7 R—K 1
                        (Q R 1)
4 Kt—Q 5 ch   K—Kt 4
5 Kt—B 7 ch
    And wins the Rook.

No. 325

500 Endspielstudien

1 Kt—B 6 ch   K—Q 5 !
      ......Or K—B 6 (B 4); 2
Kt—R 4 ch, K×P (K×Kt);
3 Kt×R, K×Kt; 4 Kt—Q 5.

2 Kt—R 4 (domination)
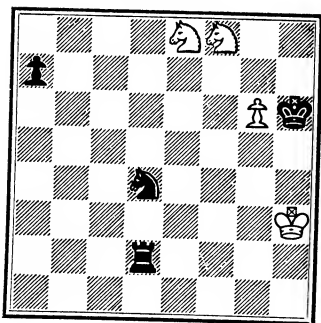   R—Kt 4 ch
      ......Or R×P; 3 Kt—
B 5 ch, K moves; 4 Kt—
K 4 (Kt 4) ch, etc.

3 K×P

    And Black loses the Rook.
For example, 3.., K moves;
4 Kt—K 4 ch or Kt—B 3 ch.
3.., R—Kt 2 (Kt 8); 4 Kt—
B 5 (B 3) ch. 3.., R—Q B 4
(K 4); 4 Kt—B 3 ch, K—B 6;
5 Kt—K 4 ch or Kt×R.

    Compare with Nos. 311 and
312.

No. 326

1 P—Kt 7   R—Q 6 ch
2 K—Kt 4

    Certainly not K—R 4 ?
because of 2.., Kt—B 4 ch
and not K—Kt 2 ?, Kt—B 4 ;
3 P—Kt 8 (Q), R—Kt 6 ch and
after the exchange on K Kt 3
Black's Pawn advances to
Q R 6 securing a draw. On
K—R 2 ? could follow Kt—
B 6 ch and then R—Q 8 etc.
(3 K—R 1 ? ?, R—Q 7, etc.)

2   R—Kt 6 ch !
      ......Forced. If otherwise
(for example, R—Q 8 or Kt—
B 4) then 3 P—Kt 8 (Kt) mate.

3 K×R   Kt—B 4 ch
4 K—Kt 4   Kt×P

    Sacrificing the Rook Black
has captured White's passed
Pawn ; but now

5 Kt—Q 6
leads to unavoidable mate. Therefore Black had been wiser not to capture the Pawn but to continue

5 .... Kt—K 2

6 K—B 4
White brings the King into the quadrangle of Black's Pawn.
White's further plan is now simple. As Black's Knight cannot leave the squares K 2, K Kt 1, K R 3 and Black's King cannot come near to White's Knights, White's King having first captured Black's Pawn returns to his pieces which cannot be prevented by Black.

No. 327

Eskilstuna Kuriren, 1916
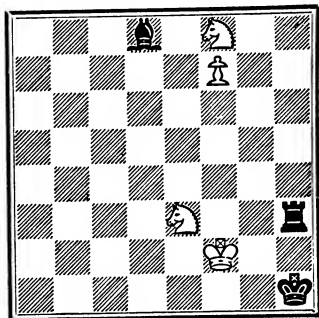
1 Kt—Kt 6 !
Freeing the square for the Pawn and preventing Black's Rook from advancing to the eighth rank.

1 .... B—R 5 ch !

2 Kt × B
...... If King moves Black can force a draw in two ways : 2.., R—R 7 ch ; 3 K moves, R—K B 7 ; or 2.., R × Kt ; 3 K × R, B—Kt 4 ch ; 4 K moves, B—R 3.

2 .... R × Kt

3 P—B 8 (R) !
Not 3 P—B 8 (Q) ? because of R—B 5 ch ; 4 Q × R stale-mate. After the text-move Black loses because the King

is badly placed. For example 3.., K—R 7 (R—R 2) ; 4 R—B 3, R—R 1 ; 5 Kt—Kt 4 (ch), K—R 8 (or R—R 2) ; 6 K—B 1, R—R 4 ; 7 R—K Kt 3, etc.

―――――

1 .... B—K 2
...... The Bishop is sacri-ficed to force the Knight to relinquish the command of the K R 8 square.

2 Kt × B   R—R 1
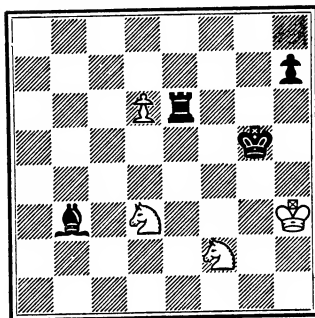
3 Kt—Kt 8
And wins.

―――――

1 .... R—R 1
...... The Rook is sacrificed to give Black's Bishop the command of the diagonal K B 1/Q R 6.

2 Kt × R   B—K 2

3 Kt—B 5
And the other Knight moves from K R 8 over K Kt 6 to K 7.

No. 328

Shahmatni Listok, 1913

1 P—Q 7   R—Q 3 !
2 Kt—K 4 ch   K—R 3 !
3 Kt × R   B—K 3 ch
4 K—R 4 !
Only this move is correct ! Having finished with the Rook White is now going to capture the Bishop.

4 .... B × P

5 Kt—Q B 5 (domination)
  If 5 Kt—K 5 ? Black has
  only one but sufficiently good
  reply, B—B 3.

5   B—B 3
  All other squares are cut off.

6 Kt—B 5 ch   K—Kt 3
7 Kt—K 7 ch   K moves
8 Kt × B
  And wins.
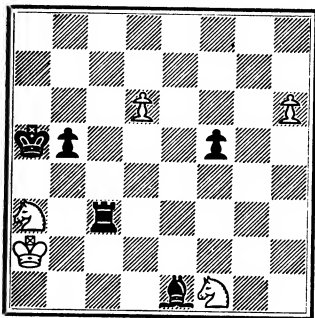
———

2   K–Kt 3 (R4)
3 Kt—B 4 ch   K—B 2
4 Kt × R ch   K—K 2
5 Kt—Kt 7 !   K × P
6 Kt—B 5 ch, etc.

No. 329
Bohemia, 1907

White's strength is in the passed
Pawns. But it is not advisable to
advance the Pawns immediately.
For example, 1 P—Q 7 ?, R—Q 6 ;
2 P—R 7, B—B 6 ; or 1 P—R 7 ?
R—B 1 ; and both Pawns are
stopped.

1 Kt—B 4 ch !
  A sacrifice of twofold pur-
  pose. If .., P × Kt ; 2 P—
  R 7 wins, as the Rook,
  obstructed by the Pawn cannot
  reach the eighth rank, and
  after 2.., R—K R 6 ; 3 P—
  Q 7, B—K R 5 ; the Bishop
  obstructs the Rook. If the
  Knight is captured by the
  Rook

1   R × Kt
  ......White continues :—

2 P—Q 7   R—Q 5

3 P—R 7
  Now the Black Rook
  obstructs the long diagonal
  for the Bishop. Thus the
  sacrifice of the Knight is based
  on the Roman idea on obstruc-
  tion. Compare with No. 240.

3   B—B 6
  ......Or R × P ; 4 P—R 8
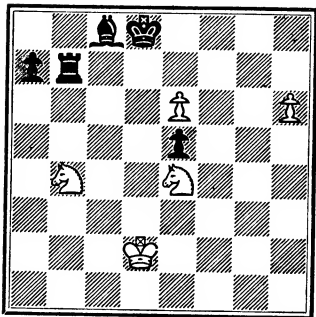 (Q) and must win.

4 P—R 8 (Q)   R—Q 7 ch
5 Kt × R etc.

———

2   B—R 5
3 P—R 7
  And the Bishop obstructs
  the Rook.

No. 330
500 Endspielstudien

1 P—K 7 ch !
  Sacrificing the one Pawn
  White is enabled to advance
  the other Pawn.

1   K × P
  ......Or R × P ; 2 Kt—
  B 6 ch, K—K 1 ; 3 Kt × R,
  K—B 2 ; 4 Kt × B, K—Kt 3 ;
  5 Kt × P.

2 P—R 7   R—Q 2 ch
  ......The only way to stop
  the Pawn. If 2 R × Kt ; 3
  P—R 8 (Q) and the other
  Knight cannot be captured.

3 K—K 1 !
  White moves the King in
  such a way as to be able after
  the win of the Rook to capture
  the Bishop.

3	R—Q 1
4 Kt—B 6 ch	K—B 2 !
5 Kt × R ch	K—Kt 2
6 Kt—B 7 !	

If Kt—Kt 5 ? Black's defence is B—B 4 !

6	K × P
7 Kt (B 7)—Q 6 (domination	B—R 3

.... The Bishop is driven off the diagonal Q B 1/K R 6. If 7.., P—R 4 would follow 8 Kt × B, P—R 5 ; 9 K—Q 2 and White must win.
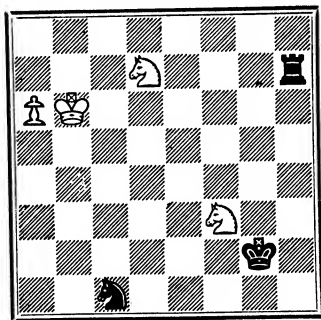
8 Kt—Q B 5 (domination)

Now it becomes evident why White's King on the third move had to go just to K 1. Black's Bishop has no square to go to without being captured. Thus the Bishop is deprived of two diagonals : Q B 1/Q R 3 and Q R 3/K B 8. Only a draw gives

1 Kt—B 6 ch ? K—B 2 !

......2 P—R 7, R—Kt 7 ch ; 3 K moves, R—K R 7 ; 4 P—K 7, B—Q 2 ; etc.

No. 331

Bohemia, 1912

In the present study, as in No. 297, the sacrifice of a Knight with the idea of deflecting Black's Rook into an unfavourable position is demonstrated with the maximum of simplicity. Compare with No. 322.

1 P—R 7	R—R 1

2 Kt—R 4 ch !

If 2 Kt—Kt 8 ? could follow 2.., R—R 3 ch ; 3 K—Kt 5, R—R 4 ch ; 4 K—R 4, Kt—Kt 6 draw.

2	K moves
3 Kt—Kt 8	R—R 3 ch
4 K—Kt 5	R—R 4 ch
5 Kt—B 5 !	

Forcing the Rook to the K B file.

5	R × Kt ch
6 K—Kt 6	R—B 3 ch
7 K—B 7	R—B 2 ch
8 Kt—Q 7	

And the K B 8 square is protected by the Knight.

No. 332

Casopis Ceskoslov. Sachistu, 1923
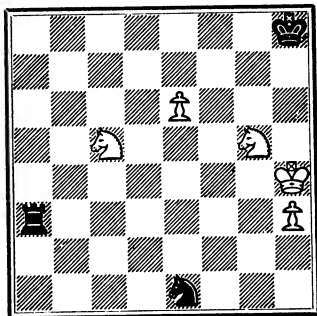
1 P—K 7 Kt—Kt 7 ch

......Black brings the Knight into play forcing White's King to K R 5, and hopes to reach the K B 3 square where he would check and at the same time cover the K 1 square.

2 K—R 5 !

K—Kt 4 ? leads to a draw and White's King is forced to K R 5 having helped Black's Knight to a better position. 2.., Kt—K 6 ch ; 3 K—R 5, R—R 1 ; 4 Kt—B 7 ch, K—R 2 ; 5 Kt—Q 8, Kt—Q 4 (B 4) and if now 6 P—K 8 (Q) then Kt—Kt 2 ch or (B 3), etc.

2   R—R 1
3 Kt—B 7 ch   K—R 2 !
   ...... Providing for a stale-
mate combination.
4 Kt—Q 8   Kt—B 5 ch
5 K—Kt 5
    If K—Kt 4 ? then Kt—Q 4 ;
and if K—R 4 ? ? then Kt—
Kt 3 ch.
5   R × Kt !
6 P × R (B) !
    Certainly not 6 P × R (Q) or
(R), Kt—K 3 ch ; 7 Kt × Kt
stalemate. After having pro-
moted the passed Pawn to a
Bishop it would appear that
Black can draw by capturing
the Pawn, but then Black's
Knight is lost. 6.., Kt × P ch ;
7 K—Kt 4, Kt—B 7 ch ; 8
K—B 3 !, Kt—R 6 ; 9 Kt—
Q 3, K—Kt 3 ; 10 K—Kt 4,
Kt—Kt 8 ; 11 Kt—B 4 ch, K
moves ; 12 B—Q Kt 6 and
wins. 7.., Kt—Kt 8 ; 8
Kt—Q 3, Kt—K 7 ; 9 B—B 6,
K—Kt 3 ; 10 B—Kt 2, K
moves ; 11 K—B 3, Kt—
Kt 8 ch ; 12 K—Kt 2, Kt—
K 7 ; 13 K—B 2, etc.

No. 333

Shahmatni Listok, 1925

[Chess diagram]
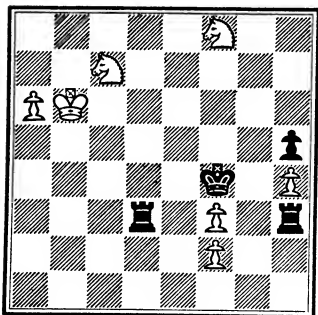
1 P—R 7
    If Kt—Kt 6 ch ?, K × P ; 2
P—R 7, R—R 6 ; 3 Kt—R 6,
R × Kt ch ; 4 K × R, K × P
and Black after exchanging
Rook for Queen has the chance
thereby to play K—Kt 6,
Kt 5, B 4.

1   R—R 6
2 Kt—R 6   R × Kt ch !
3 K × R   R × K B P
    ...... If R—R 8 ; 4 Kt—
Kt 6 ch ; 5 Kt—K 5 (K 7) and
6 Kt—Q B 6.
4 Kt—Kt 6 ch   K—B 4 !
5 Kt—K 7 ch   K—Kt 5 !
6 Kt—B 6
    As defence against .., R—
R 6 ch !
6   R—B 1
7 P—B 3 ch ! !
    Very important ! The pur-
pose of this Pawn sacrifice is
to shorten the line of activity
of Black's Rook along the file.
See note to the ninth move.
7   K × R P
8 Kt—Kt 8   R × P
    ...... If .., R—B 3 ch ; 9
K—Kt 5, R—B 4 ch ; 10 K—
Kt 6, R—B 3 ch ; 11 K—B 7,
R—B 2 ch ; 12 Kt—Q 7 and
wins.
9 K—Kt 5 !
    This move secures the win
only because the Rook is on
the third rank ! If White
instead of the seventh text-
move (P—B 3 ch) had played
at once 7 Kt—Kt 8 ? then
R × P ; 8 K—Kt 5, R—Kt 7
ch draw. But now
9   R—Kt 6 ch
10 K—R 4 !   R—Kt 8
11 Kt—R 6
    And wins.

---

5   K—K 3
6 Kt—B 6   R—B 1
7 K—Kt 6
    Not to be on the same file
as the Pawn. If, for example
7 Kt—Kt 8 ?, R × P ; 8 K—
Kt 5, R—Kt 7 ch ! (but not
R—Q R 7 ? ; 9 Kt—R 6 and
wins) and draws. But if 7 P—
B 3 ? (still worse is 7 P—B 4 ?)
then R—Q R 1 ; 8 K—Kt 7,
R—K B 1 ! ; 9 P—R 8 (Q) (or
9 Kt—Kt 8, R—B 2 ch ; 10
K—Kt 6, R × R P ; 11 K × R,
K—B 4 ; 12 Kt—Q 4, K—
B 5 ; 13 Kt—Q 4, K—K 6

draw), R×Q; 10 K×R, K—B 4; 11 K—Kt 7, K—B 5; 12 Kt—Q 4, K—K 6! (.., K—Kt 6? loses) draw.

7   R—Q R 1!
8 K—Kt 7   R—K B 1

......Or R×P ch; 9 K×R, K—B 4; 10 K—Kt 6, K—Kt 5; 11 Kt—K 5 ch, K×P; 12 K—B 5 and wins. Black presses for an exchange on Q R 1 threatening R—B 2 ch and after that R—B 1. If 9 Kt—Q 4 ch then K—K 4; 10 Kt—B 3 ch, K—B 5; 11 Kt—R 2, R—B 2 ch, and White will not be able to exchange the Pawn for the Rook.
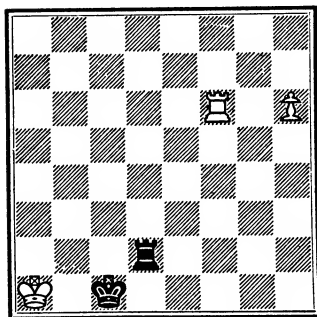
9 P—R 8 (Q)!

And wins. For example, R×Q; 10 K×R, K—B 4 (or Q 4); 11 K—Kt 7 and if K—Kt 5; 12 Kt—K 5 ch, K×P; 13 K—B 6, etc.

No. 334
500 Endspielstudien

With a classically simple position in the study are shown two sacrifices of White's Rook based on the idea of deflecting Black's Rook which is stopping the Pawn.

1 P—R 7   R—R 7
2 R—B 1 ch   K moves
3 R—B 2 ch!   R×R
4 P—R 8 (Q), etc.

1   R—Q 1
2 R—B 6 ch   K moves

3 R—Q 6 ch!   R×R
4 P—R 8 (Q)

2 K—R 2? is not good in this variation because of R—K R 1!; likewise not good is 2 R—B 6 ch, K—Q 7; and now 3 R—K R 6? because of R—K R 1; Black forces a draw. For example 2 K—R 2, R—K R 1; 3 R—K R 6, K—B 7! (K—Q 7?; 4 R—R 3!, K—K 7; 5 R—Kt 3, K—B 7; 6 K—B 4, K—Kt 7; 7 R—R 6, K—B 6; 8 K—Q 5, K—B 5; 9 K—K 6, K—Kt 4; 10 R—R 1, K—Kt 3; 11 R—Kt 1 ch, K×P or K—R 3; 12 K—B 7 or 11.., K—R 4; 12 K—B 6 and wins); 4 R—R 2 ch!, K—Q 6; 5 R—R 4, K—K 6!; 6 K—Kt 3, K—B 6; 7 K—B 4, K—Kt 3; and Black succeeds in time to capture the Pawn. 8 R—R 1, K—Kt 5; 9 K—Q 5, K—B 4! etc.

No. 335
Deutsche Schachzeitung, 1910
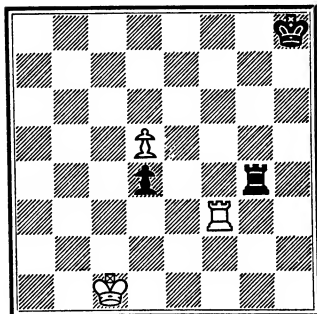
1 P—Q 6   R—Kt 2!
2 R—R 3 ch!

To pin Black's Rook and to get it off the seventh rank. If R—B 6 ch?, K—R 2; 3 R—Q 8, R—Kt 4; 4 K—Q 2, K—Kt 2 draw.

2   K—Kt 1
3 R—K Kt 3   R×R
4 P—Q 7

And wins. For example, K—B 2; 5 P—Q 8 (Q) and Black loses the Pawn.

<div style="display:flex">
<div>

1   R—Kt 3
            (Kt 4)
2 R—B 8 ch   K—Kt 2
3 P—Q 7

And wins. Permissible here is 2 P—Q 7; 3 R—B 8 ch, but not good is 2 R—R 3 ch?, K—Kt 2; 3 R—K Kt 3, R × R; 4 P—Q 7, R—B 6 ch; 5 K—Q 2, K—B 3!; 6 P—Q 8 (Q) ch, K—K 4! and Black brings the game to a drawing position. For example, 7 Q—K 7 ch, K—Q 4; 8 Q—K 2, R—K 6!; 9 Q—Kt 5 ch, K—K 5; 10 Q—B 6 ch, K—K 4; 11 Q—B 5 ch, K—K 5; 12 Q—Q 6, R—Q 6 ch; 13 K—B 2, R—B 6 ch; 14 K—Kt 2, K—Q 6; 15 Q—K 6, R—B 7 ch; 16 K—Kt 3, R—B 6 ch; 17 K—Kt 4, R—B 7; 18 Q—B 5 ch, K—Q 7; 19 Q—K 4, P—Q 6. See Berger, *Theory and Practice of End-games*, first edition, page 182 diagram 144.

No. 336

Deutsche Schachzeitung, 1911
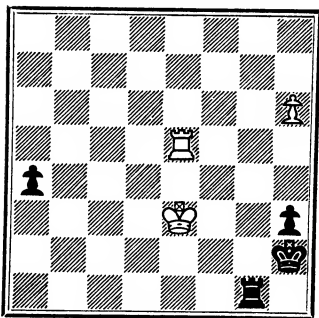
1 P—R 7   R—K 8 ch
2 K—B 4 !

Thus only ! If K—B 3 (B 2)? R × R; 3 P—R 8 (Q), R—K Kt 4 ! and draws.

2   R—B 8 ch !

......If R × R; 3 K × R, P—R 6; 4 P—R 8 (Q), P—R 7; 5 K—B 4, etc.

</div>
<div>

3 K—Kt 4   R—B 1
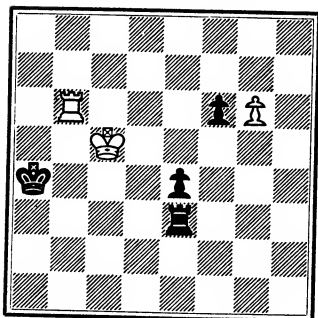4 R—K 2 ch !

If R—R 5 ?, R—K R 1; 5 R × P ch, K—Kt 7; 6 R—R 5, P—R 6; and White's King will not have time to reach K Kt 6.

4   K—Kt 8 !
5 K—Kt 3   K—B 8
6 R—B 2 ch !   R × R
7 P—R 8 (Q)

And must win. For example, P—R 7; 8 Q—R 1 ch, K—K 7; 9 Q—Q B 1, R—B 6 ch; 10 K × P, P—R 6; 11 Q—B 2 ch, K moves; 12 K—Kt 2, etc., or 9.., R—B 3 (B 2, B 1); 10 K × P, R—Q R 3 (R 2, R 1) and White wins the Rook with checks.

No. 337

500 Endspielstudien

1 K—B 4   K—R 4
2 R—Kt 5 ch   K—R 3

......And now comes a Rook sacrifice with the idea of blocking the file.

3 R—Kt 5   P × R
4 P—Kt 7   moves
5 P—Kt 8 (Q)

And must win.

────────

1   K—R 6

</div>
</div>

2	P—Kt 7	R—Kt 6	
3	R—Kt 3 ch		

Deflecting the Rook from the file.
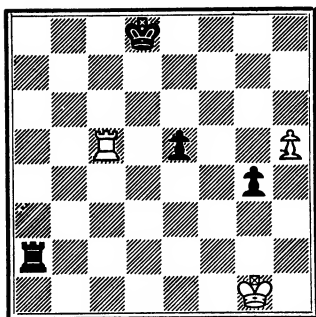
3		R × R	
4	P—Kt 8 (Q)		

And wins. For example,
4.., R—K B 6; 5 Q—R 8 ch,
etc. If 1 R × P?, R—K Kt 3
draw.

In two small variations are combined two different Rook sacrifices.

No. 338

Shahmati, 1923

1	P—R 6	R—R 6

......Other defences are analysed later.

2 R—R 5

In this and the three following variations White in sacrificing the Rook gets Black's Rook to a rank where it cannot reach the K R file (as the Pawn on K 4 is in the way). Should Black not accept the sacrifice then White's Rook is in the best position on the Q R file.

2 R × R

......Or R—Kt 6 ch; 3 K—B 2 !, R—B 6 ch; 4 K—K 2, R—B 1 (R—B 2; 5 P—R 7, R × P; 6 R—R 8 ch); 5 R—R 7, P—Kt 6; 6 P—R 7, P—Kt 7; 7 R—K Kt 7, etc. Or R—R 6; 3 P—R 7, K moves; 4 R—R 8, and 5 P—R 8 (Q).

3	P—R 7	K-K 2 (Q 2)
4	P—R 8 (Q)	

And must win. For example,
4.., K—Q B 3; 5 Q—B 6 ch,
K—Q 2; 6 K—Kt 2, etc., or
4.., R—Q 4; 5 Q—B 6, etc.

1		R—R 1
2	R—R 5	R—B 1
		(Kt 1)
3	R—R 7 !	R—B 3
		(Kt 3)
4	P—R 7	R—K R 3
5	P—R 8 (Q), etc.	

1		R—R 2
2	R—R 5	R—R 2

......Or R—K B 2; 3 P—R 7, etc.

3 R—R 8 ch, etc.

1		P—Kt 6 ?
2	P—R 7	R—R 7
3	R—R 5	P—K 5

......Or K moves; 4 R—R 8.

4 P—R 8 (Q), etc.

1		R—R 3
2	P—R 7	R—R 3
3	R—R 5	K moves
4	R—R 8, etc.	

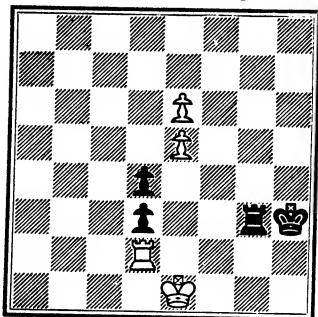| 1		K—Q 2
2	R—B 8 !	

The Rook is sacrificed to block the eighth rank for Black's Rook (Black's King has only just cleared the rank).

2		K × R
3	P—R 7	K—Q 2
4	P—R 8 (Q)	

And must win.

No. 339

Deutsche Schachzeitung, 1910

White's winning chances are based on the advance of the passed K P. The struggle starts about this Pawn.

1 P—K 7　　　　R—K 6 ch !

　　.....Trying to stop this Pawn on the eighth rank would not be successful. For example, R—Kt 1 ?; 2 R—B 2, R—K 1 ; 3 R—B 7 and White must win.

2 K—B 2　　　　R × P
3 R × P ch　　　K—Kt 5

　　.....It looks as if White can do nothing more and that the K P is lost. But in this simple position White has a beautiful winning Rook sacrifice.

4 R × P ch　　　K—B 4
5 R—Q 5 !

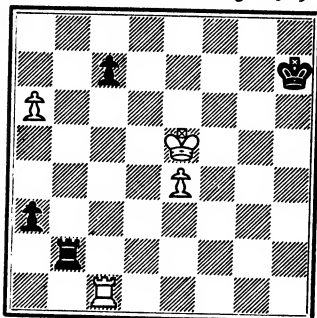　　The purpose of the sacrifice is the pinning of the Rook.

5　　　　　　　K—B 3
6 R × R

　　And wins.

―――――――

3　　　　　　　K—R 7
4 R × P　　　　R—B 4 ch

　　.....Or K—R 6 ; 5 R—Q 3 ch, and 6 R—K 3.

5 K—K 3　　　　R—K 4 ch
6 R—K 4, etc.

No. 340

Deutsche Schachzeitung, 1909

Having the move permits White to Queen his Q R P earlier than Black.

1 P—R 7 !　　　　R—Kt 4 ch !
2 K—B 6 (K 6)　　R—Q R 4 !

　　.....Or R—Kt 3 ch ; 3 K—B 7, R—Q R 3 ; 4 R—R 1 ch, etc.

3 K—B 7

　　Harassing Black's King, White prepares the sacrifice of his Rook.

3　　　　　　　　K—R 3
4 R—B 6 ch　　　K moves
5 R—B 5 (ch)　　R × R
6 P—R 8 (Q)

　　And must win. It does not win if 1 K—B 4 (Q 4, B 5, Q 5) expecting R—Kt 3 ?; 2 P—R 7, R—R 3 ; 3 R × P ch, K—Kt 3 (Kt 1) ; 4 R—B 6 (B 8) ch. Or 2.., R—Q 3 (B 3) ch ; 3 K—K 5, R—Q 1 (B 1) ; 4 R × P ch, K moves ; 5 R—B 3, and wins. Instead of 1.., R—Kt 3 ? (with White's King on Q 4, B 5, Q 5 this move also would lead to a draw) Black must reply .., R—Kt 5 or 4 (ch) and then 2 R × P ch, K—Kt 3 ; 3 P—R 7, R—R 5 (R 4) ; 4 White moves, P—R 7, etc.

　　If 1 R × P ch ?, K—Kt 3 ; 2 P—R 7, R—Kt 4 ch ; 3 K moves, R—R 4, threatening .., P—R 7 ; or 2 R—B 5, P—R 7 ; 3 R—R 5, R—Kt 4 ch and Black wins.

No. 341

Deutsche Schachzeitung, 1910
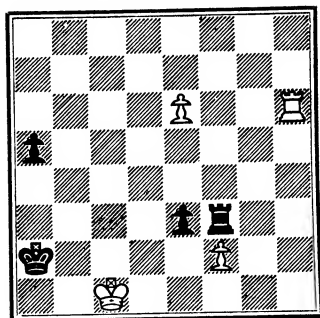
1 P—K 7

Obviously there is no other way to win.

1 .... P×P !
2 R—R 2 R—K 6

......Bad is R—B 6 ch (K moves ; 3 R×P) ; 3 K—Q 1, R—K 6 (B 1) (R—Q 6 ch ; 4 K—K 2, R—Q 7 ch ; 5 K—B 1) ; 4 R×P ch, K moves ; 5 R—K 2 (B 8), etc.

3 R×P ch K—R 8 !

......If K—R 6 ; 4 R—B 3 !

4 R—B 3 !

The sacrifice is based on the idea of deflection and pinning the Rook.

4 .... R—K 8 ch
5 K—B 2 R—K 7 ch
6 K—Kt 3

Still threatening mate in one move.

6 .... R—Kt 7 ch

......Or P—R 5 ch ; 7 K—R 3, R—R 7 ch ; 8 K—Kt 4, etc.

7 K—B 3 R—K 7

......Having prevented the threatened mate the Rook goes again for the Pawn.

8 R—B 1 ch K—R 7
9 R—B 2 !

A similar sacrifice as mentioned in the note to the fourth move.
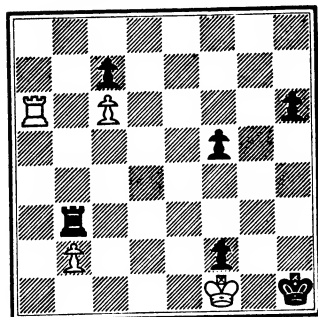
9 .... R×R
10 P—K 8 (Q)

And wins. For example, R—B 6 ch ; 11 K—B 4, R—Q R 6 ; 12 Q—K 2 ch, K—Kt 8 ! ; 13 Q—Q 2, R—R 7 ; 14 Q—Q 1 ch, K—Kt 7 ; 15 Q—Kt 3 ch, K—R 8 ; 16 K—B 3, etc. Or 10 .., K—R 6 ? ; 11 Q—K 7 ch, K—R 5 (K—R 7 ; 12 Q—K 6 ch) ; 12 Q—Q 7 ch, K—R 6 ; 13 Q—Q 5, and wins the Pawn or the Rook.

Not leading to a win was 4 R—B 7 ? because of P—R 5 ! ; 5 K—Q 2, R—K 3 ; 6 R—B 1 ch, K—Kt 7 ; 7 R—K 1, R—Q 3 ch ; 8 K—K 3, R—K 3 ch ; 9 K—B 2, R×P draw.

No. 342

500 Endspielstudien

Thanks to the unfavourable position of Black's King White is able to exchange Rooks and thus obtain a passed Pawn.

1 R—R 3

Of no use is R—R 4, K—R 7 ; or R—R 7, R×P.

1 .... R×R
2 P×R P—B 5
3 P—R 4

Certainly not K×P ?, P—R 4 ; 4 P—R 4 (4 K—B 3, P—R 5 ; 5 K×P, or 5 K—Kt 4, K—Kt 7), P—R 5 ; 5 P—R 5, P—R 6, etc., draw.

3	P—R 4
4 P—R 5	P—R 5
5 P—R 6	P—R 6
6 P—R 7	P—B 6
7 P—R 8 (Kt) !	

If 7 P—R 8 (Q or R, or B), then P—R 7 stalemate. Now 7.., P—R 7 ?; 8 Kt—Kt 6, and mate in four moves.

7	K—R 7
8 K × P	

If Kt—Kt 6 ? then K—Kt 6 ! and if Kt × P ? then K—R 8 draw.

8	K—R 8
9 Kt—Kt 6 !	K—R 7 !
10 Kt—B 4 !	

Manœuvring with the Knight White must always consider the possibility of stalemate.

10	K—R 8
11 Kt—Q 6 !	

And the Knight moves over K B 5 (K 4) to Kt 3. For example, 11.., K—R 7 ; 12 K × P, K—Kt 8 ; 13 Kt—K 4, P—R 7 ; 14 Kt—Kt 3 ; or 12.., K—R 8 ; 13 K—Kt 3, P—R 7 ? ; 14 K—B 2, etc.

No. 343

Shahmati V. C.S.S.R., 1933
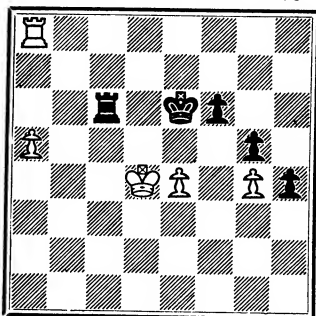
1 P—R 6	

Threatening 2 P—R 7, 3 R—K 8 ch and 4 P—R 8 (Q). Consequently Black must defend

the King from a rear attack. This can be done in two ways : either by moving the Rook over Q B 2 to K 2 or by moving the Rook to Q 3 and Q 2. If Black plays 1.., P—R 6 ; then 2 P—R 7, P—R 7 ; 3 R—K 8 ch, K—B 2 ; 4 P—R 8 (Q), P—R 8 (Q) ; 5 R—B 8 ch and White wins.

1	R—B 2

. . . . . . The variation 1.., R—Q 3 ch is analysed later.

2 P—R 7	R—K 2

. . . . . . Or R—Q 2 ch ; 3 K—B 5, R—K 2 ; 4 K—Kt 6 as seen later in the variation.

3 P—K 5 !	

The Pawn is sacrificed to open the sixth rank for the activity of White's Rook on the King's side.

3	P × P ch

. . . . . . If P—R 6 ; 4 P × P, P—R 7 ; 5 P × R ; or 4.., R—Q 2 ch ; 5 K—B 5.

4 K—K 4	P—R 6
5 R—R 8	R × P
6 R—R 6 ch	K moves
7 R—R 7 ch	

And wins the Rook.

VARIATION

1	R—Q 3 ch

. . . . . . To remove White's King from commanding the K 4 square and prevent the sacrifice of White's K P.

2 K—B 5 !	R—Q 2
3 P—R 7	R—K 2

. . . . . . But now White's King has come nearer to his Q R P and is just in time to protect it, which White's King was not able to do in the previous variation 3 K—B 5 ? (instead of P—R 5), K—K 4 ; 4 K—Kt 6, K × P draw. For example 5 R—K B 8, R × P ; 6 K × R, K—B 5 ; 7 R × P ch, K × P, etc.
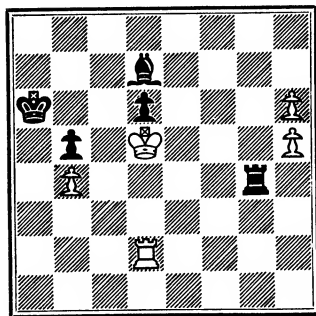
4 K—Kt 6   K—K 4

......Or P—R 6; 5 R—R 8, R×P; 6 K×R, K—K 4; 7 R×P, K×P; 8 R—R 3, K—B 5; 9 R—R 4 ch, etc.

5 R—K B 8

And wins. For example, 5.., R×P; 6 K×R, K×P; 7 R×P, P—R 6; 8 K—Kt 6, P—R 7; 9 R—B 1, K—K 6 (if P—R 8 (Q) ? then 10 R×Q, K—B 6; 11 R—Kt 1); 10 K—B 5, K—K 7; 11 R—K R 1, K—B 6; 12 R×P, K×P; 13 R—K B 2 !, K—R 6 (K—Kt 6; 14 R—B 8), 14 K—Q 4, P—Kt 5, 15 K—K 3, P—Kt 6; 16 R—B 8, Black moves; 17 R—K Kt 8, etc.

No. 344

Ceske Slovo, 1924

1 P—R 7

If K×P ?, B—B 4; 2 K—K 5, B—Kt 8; 3 R—Q 6 ch, K—Kt 2; 4 R—Q 7 ch, K—B 3; 5 P—R 7, R—Kt 4 ch, etc.

1		R—Kt 4 ch
2 K×P		**R×P**
3 K—B 7		**B—K 3**

......Preventing the mate

4 K—Kt 8

Threatening mate: 5 R—Q 6 mate.

| 4 | | B—Q 4 ! |
| **5 R×B !** | | **R×R** |

6 P—R 8 (R) !

If 6 P—R 8 (Q) ? then R—Q 1 ch; 7 Q×R stalemate.

| 6 | | R—Q 3 |

7 K—B 7

And wins. After promotion of the Pawn to a Rook the position is very interesting as White, with equality of material, wins only on account of having mating threats.

No. 345

Deutsche Schachzeitung, 1908
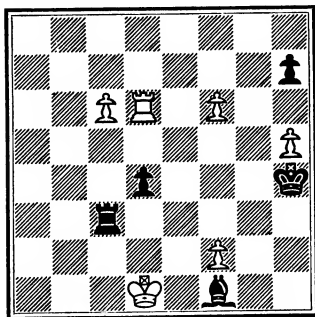
White's winning chances are the advanced passed Pawns.

1 P—K B 7

But not 1 R×P ch ?, K—Kt 4; 2 P—K B 7, R—B 6; 3 P—B 7, B—B 3 !

1		R—B 6
2 P—B 7		**B—R 6**
3 R×P ch		**K—Kt 4 !**

......If K×P ? White wins with 4 R—Q 3 ! After the text-move 4 R—Q 3 ?, R×P !

4 R—Q 5 ch   K—R 3 !

......If K—R 5 ? then again 5 R—Q 3 wins.

5 R—K B 5 !

The idea of this double sacrifice of the Rook was first discovered by the problem composer, Anton Nowotny, in 1854. This idea, which is very popular in problem composition is based on the principle

that two different moving pieces of Black in capturing an opponent's piece on the intersecting point block one another.

5   R × R

......Or B × R ; 6 P— K B 8 (Q) ch, etc.

6 P–Q B 8 (Q)   R—Q 4 ch
7 K—K 2

And wins. With Black's King on 4.., K—R 5 this Rook sacrifice is impossible : 5 R— K B 5 ?, B×R ! ; 6 P—K B 8 (Q), B—B 7 ch. But on the other hand with Black's King on K R 5 White had another Rook sacrifice at his disposal : 5 R—Q 3, R×R ch (R×P ; 6 R×B ch ; 7 P—Q B 8 (Q)) ; 6 K—K 2 and wins.

No. 346
500 Endspielstudien
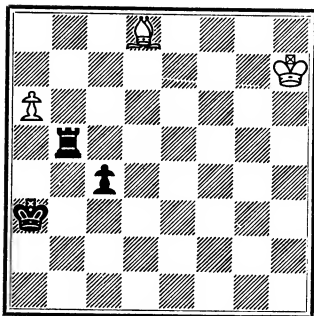
1 B—B 7   R—R 4 ch

......Or R—Kt 8 ; 2 P— R 7, R—R 8 ch ; 3 K—Kt 6, R—Kt 8 ch ; 4 K—B 7, R— B 8 ch ; 5 K—K 7, R—K 8 ch; 6 K—Q 7, R—Q 8 ch ; 7 B— Q 6 ch.

2 K—Kt 7   R—Kt 4 ch
3 K—B 7   R—K R 4 !

......Or R—B 4 ch ; 4 K— Kt 6, P—B 6 ; 5 K×R, R— B 7 ; 6 B—B 4 or 4.., R— B 8 ; 5 P—R 7, R—R 8 ch ; 6 K—B 7, etc.

4 P—R 7   R—R 1
5 B—Q 6 ch   K—Kt 6

....Or K—Kt 7 ; 6 B— K 5 ch ! or K—R 7 ; 6 B— B 8.

6 B—B 8

And wins.

No. 347
Kagan's N. Nachrichten, 1925
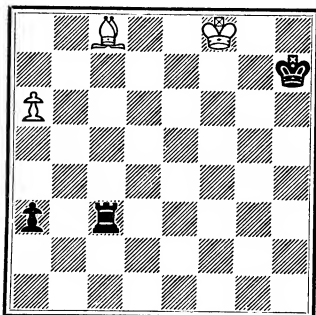
1 B—B 5 ch   K—R 1 !

......Hoping for a stalemate.

2 P—R 7   P—R 7
3 P—R 8 (R) !

After 3 P—R 8 (Q) ?, P— R 8 (Q) ; 4 Q×Q result in a curious stalemate with a pinned Rook.

3   P—R 8 (Q)
4 R × Q

Now it is possible to come to a position of Lolli or Kling and Kuiper. For example, 4.., R—B 8 ; 5 R—R 8, R— B 2 ! (not allowing White's King to quit the eighth rank) ; 6 B—Kt 4 !, R—K Kt 2 (K R 2) ; 7 B—K 6, Black moves ; 8 B—B 7, etc.; or 6.., K—R 2 ; 7 R—R 6, K— R 1 ; 8 B—R 5, Black moves ; 9 B—K 8, etc.

3   R—B 2
4 R—R 6 (R 4, R 3), etc.

But not 4 R×P ? because of R—K B 2 ch. If 3 P—R 8

(Q) ?, P—R 8 (Q) ; 4 Q—Kt 8 (Kt 7), R—B 2 ; 5 Q×R, Q—B 3 ch ; 6 White moves, Q—B 2 ch ; or 4 Q—Q 8 (K 8), R—B 1 ; 5 White moves, Q—Kt 2 ch ; or 4 Q—Q 5, R—B 1 ch ; 5 B×R, Q—Kt 2 ch ; 6 K moves, Q—Kt 1 ch, and finally 4 Q—K 4 (Kt 2), R—B 1 ch ; 5 B×R, Q—B 3 ch ; 6 K—K 8, Q—K Kt 3 ch ; 7 Q×Q stalemate.

No. 348

Trudovaia Pravda, 1933
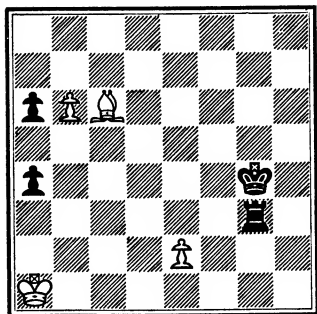
1 B—Q 5

To prevent the Rook from moving to the Q Kt file.

1 .... R—R 6 ch

..........Forcing the King on the same file with the Pawn.

2 K—Kt 1   R—K 6
3 P—Kt 7   R—K 1
4 B—K 6 ch !

White succeeds in bringing the Bishop with the move to Q B 8.

4 .... K-B 5
5 B—B 8   R—K 6

..........Black's Rook again tries to reach the Q Kt file.

6 B—K 6 !

The second sacrifice of the Bishop meaning to deflect the Rook.
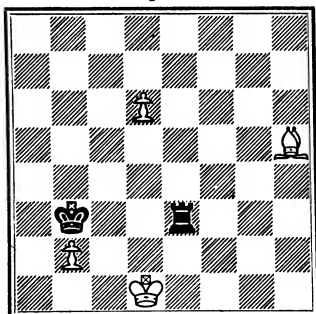
6 .... R—K 4
7 B—Q 7   R—K 6

8 B×P

Now White's Bishop commands three important squares Q Kt 3, Q Kt 5, and K 8 and Black's Rook is powerless to stop the Pawn from Queening.

No. 349

500 Endspielstudien

1 B—Kt 6 !

If K—Q 2 ? then R—K 5 ! ; 2 K—Q 3, R—Q Kt 5 ; and if B—K 2 ? then R—K 3 draw.

1 .... R—R 6
2 P—Q 7   R—R 1
3 B—K 8   R—R 8 ch
4 K—K 2

And the King escapes from further checks on K 5 after which the Pawn is Queened.
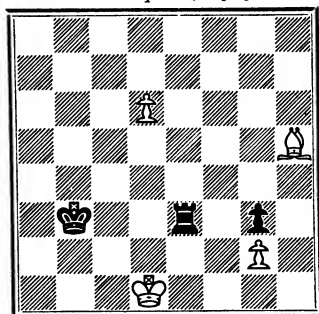
1 .... R—K 4
2 B—B 7 ch   K×P
3 P—Q 7, etc.

No. 350

L' Echiquier, 1929

1 B—Kt 6

If K—Q 2 ? then R—K 5 ;
2 K—Q 3 ?, R—Q Kt 5.
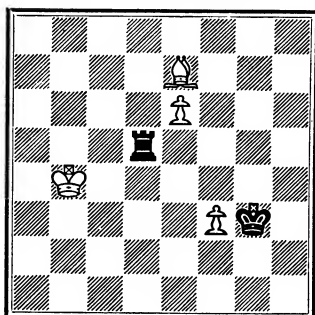
| 1 | | R—K 4 |
| 2 | B—B 7 ch | K—R 6 ! |

...... The King is calculated
to get on Q R 6 eventually a
stalemate position. If K—B 6,
follows 3 P—Q 7, R—K 5 ; 4
P—Q 8 (Q), R—Q 5 ch ; 5 Q ×
R ch, etc.

| 3 | P—Q 7 | R—K 5 ! |
| 4 | P—Q 8 (R) ! | |

Should Black play now 4..,
R—Q 5 ch ? ; 5 R × R and
Black's King has the square
Q Kt 7 to go to.

No. 351

500 Endspielstudien

| 1 | B—B 6 | R–Q 8 (Q 7) |
| 2 | B—K 5 ch ! | |

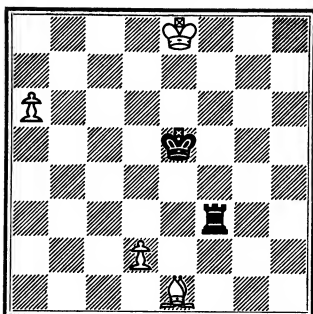Blocking the King's file and
simultaneously covering the
Q Kt 8 square.

2		K × P
3	P—K 7	R—Kt 8 ch
4	K—R 3	

And Queens the Pawn.

| 1 | | R—K B 4 |
| 2 | P—K 7, etc. | |

No. 352

L' Echiquier, 1929

1 P—Q 3 !

Sacrificing a Pawn White
opens the line for the Bishop.

| 1 | | R × P |
| 2 | B—Kt 4 | |

Preventing Black's Rook
from occupying the Q R file.

2		R—K 6 !
3	P—R 7	K—B 3 dis. ch
4	K—B 8	

Certainly not K—Q 8 ? ?,
R—K R 6.

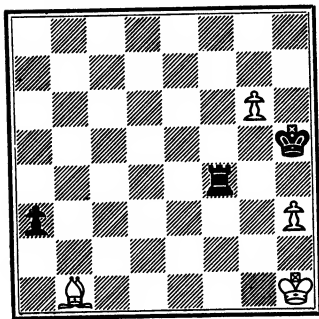| 4 | | R—K R 6 |
| 5 | B—B 3 ch | moves |
| 6 | P—R 8 (Q) | |

And wins.

No. 353

500 Endspielstudien
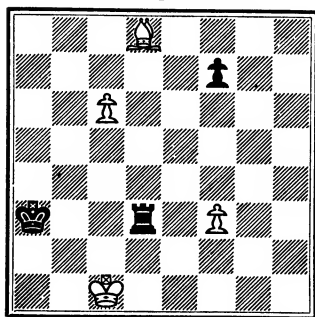
1 B—B 6

Defending the Q B P from
being attacked by the Rook.

1 ...... R×P

...... Black starts with a combination. If R—K 6 ; then 2 P—B 7, R—K 1 ; 3 B—Q 8.

2 P—B 7 R—B 5 !

...... Intending after 3 P—B 8 (Q) to reply with R—B 5 ch ! ; 4 Q×R stalemate.

3 B—Q 4 !

Refuting Black's combination.

3 ...... R×B

(or moves)

4 P—B 8 (Q)

And White must win.

stalemate ; or 7 P—Kt 8 (R), R—B 3 draw ; or 6.., K—R 3 ; 7 P—Kt 8 (Kt) ch, K—Kt 2 ; or 7 P—Kt 8 (Q), R—B 6 ch ; 8 K×R stalemate ; or 7 P—Kt 8 (R), R×B, etc.

6 ...... R—Kt 3 ch

...... One more obstacle !

7 B×R ch K—R 3

8 P—Kt 8 (Kt) ch !

If P—Kt 8 (R) ? stalemate.

8 ...... K×B

9 K—Kt 4

And wins.

No. 354

Trudovaia Pravda, 1927

1 P—Kt 7 P—R 7

...... To transposition of moves leads 1.., R—B 8 ch ; 2 K—R 2 !, R—B 7 ch ; 3 K—Kt 3, P—R 7 ; 4 B×P.

2 B×P R—B 8 ch

3 K—R 2 !

If K—Kt 2 ? then R—B 4 ; 4 P—R 4, K×P.

3 ...... R—B 7 ch

4 K—Kt 3 ! R—B 4

...... If R—B 8 ; then 5 B—Q 5 or R—B 3 ; 5 B—Kt 1.

5 P—R 4 R—B 3

6 B—Kt 1

To a draw would lead B—B 7 ch ?, R×B ; 7 P—Kt 8 (Q), R—Kt 2 ch ; 8 Q×R

No. 355

Chess Amateur, 1925
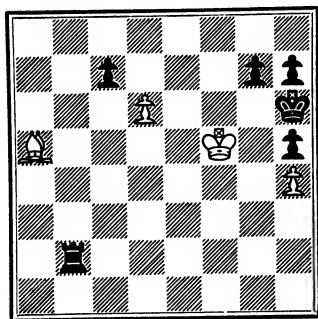
1 P—Q 7 R—B 7 ch !

...... If R—Kt 1 then 2 B—Q 2 ch (but not B×P ?, P—Kt 3 ch and draw), P—Kt 4 ; 3 B×P ch, K—Kt 2 ; 4 P—Q 8 (Q), R×Q ; 5 B×R and wins. If R—Kt 4 ch, then 2 K—K 6 !, R—Kt 1 ; 3 B×P, and 4 P—Q 8 (Q). Or P—Kt 3 ch ; 2 K—K 6 !, R—Kt 1 (R—K 7 ch ; 3 K—Q 5) ; 3 K—B 7 ! (3 B×P ?, R—K B 1) and wins.

2 K—K 6 ! R—B 1

3 B×P !

Bad is B—Q 2 ch ?, K—Kt 3 draw.

```
3                 P—Kt 4 !
4  P—Q 8 (Q) !    R×Q
5  B×R            P×P
6  K—B 7 !
```
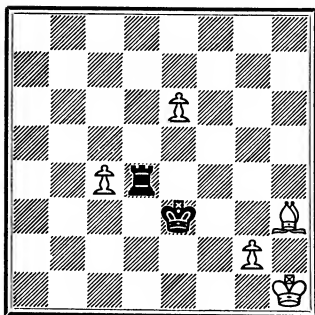
And mate in three moves:
P—R 6 ; 7 B—R 4, P—R 7 ;
8 K—B 6 and 9 B—Kt 5 mate.

———

```
3                 K—Kt 3
4  P—Q 8 (Q)      R×Q
5  B×R            P—R 3
6  B—K 7          K—R 2
7  K—B 7
```

And wins. For example,
P—Kt 4 ; 8 B×P, etc. ; or
K—R 1 ; 8 K—Kt 6, etc.

———

No. 356

Shahmatni Listok, 1930

1 P—B 5 !

By moving this Pawn
Black's Rook will be enticed
into an unfavourable position.
About 1 B—B 5 ? or 1 K—
R 2 ?. See later.

1   R—Q B 5
...... Or first 1 .., K—B 7 ;
and then R—Q B 5 which does
not alter the case.

2 P—B 6 !

If P—K 7 ? then R—K 5
draw. For example, 3 P—B 6,
R×K P ; 4 B—Q 7, K—B 7
(threatening K—Kt 6 and R—

K 8 mate) ; 5 K—R 2 !, R—
R 2 ch ; 6 B—R 3, R—K 2,
etc.

```
2                 K—B 7 !
3  K—R 2 !        R×P
4  P—K 7          R—K Kt 3 !
5  P—K 8 (Kt)
```

And must win. Not good
was P—K 8 (Q or R) because
of R×P ch with perpetual
check· or stalemate.

To try 1 B—B 5 ? (threaten-
ing P—K 7) is refuted by K—
B 5 ; if now 2 P—Kt 4, K—
Kt 6 ; 3 B—B 2, R×Q B P ;
and if 2 P—K 7, K—Kt 6 ;
3 B—B 2, K—B 7 ; 4 P—
Kt 3, R—Q 3 and Black wins.

Not leading to a win is
likewise 1 K—R 2 ?, R×P ;
2 K—Kt 3, R—K 5. For
example, 3 B—Kt 4, K—Q 5 ;
4 K—R 4, K—K 4 (also per-
missible is R—K 4) ; 5 K—
Kt 5, K—Q 3 ; 6 B—B 5, R—
K 7 ; 7 P—Kt 4, K—K 2 ; 8
K—Kt 6, R—K Kt 7 draw.
Or 3 B—B 5, R—K 4 ; 4 B—
Kt 4, R—K 5 ; 5 K—R 4,
K—B 5 ; and if 4 K—Kt 4,
K—B 7 ; 5 P—Kt 3, R—K 6,
etc., draw. And finally, 2 P—
Kt 4 would be followed by K—
B 5 . 3 B—Kt 2 : R—B 4 ! !
with draw (but not 3 .., K×P ?
4 P—K 7, R—B 1 ; 5 B—
R 3 ch and wins).

No. 357

Shahmatni Listok, 1925
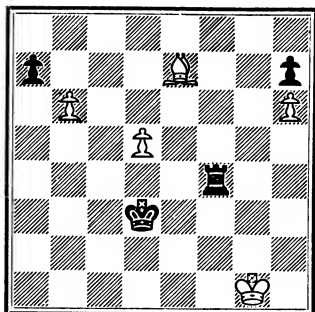
1 P—Kt 7

Not good is 1 P×P as the Rook will be able to come behind the Pawn. 1.., R—Q R 5; 2 B—B 5, K—B 5; and if now 3 B moves, K×P; and if 3 P—Q 6, K×B, etc.

1	R—Kt 5 ch
2 K—B 2	R—Kt 1

......For one of his passed Pawns White will get the Rook. Black cannot prevent that; but Black has a hidden combination.

3 P—Q 6	K—B 5 !

Black's King hurries to Q R 3.

4 P—Q 7	K—Kt 4
5 P—Q 8 (Q)	R×Q
6 B×R	K—R 3

......Now it becomes evident that Black has prevented the promotion of White's passed Pawn to a Queen or a Rook (stalemate). The promotion of the Pawn to a Knight also leads only to a draw. For example, 7 P—Kt 8 (Kt) ch, K—Kt 2 ; 8 Kt—Q 7, K—B 1 ; 9 Kt—B 6, K×B ; 10 Kt×P, K—K 2 ; 11 K—B 3, K—B 2 ; 12 Kt—Kt 5 ch, K—Kt 3 ; 13 P—R 7, K—Kt 2 ; or 9 B—R 5, K× Kt ; 10 K—B 3, K—K 3, etc. It would also not help White to play 8 Kt—R 6, K×Kt ; 9 K—K 3, K—Kt 4 ; 10 K— Q 4, K—B 3 ; 11 K—K 5, K—Q 2 ; 12 B moves, K—K 1 ; 13 K—B 6, K—B 1 ; etc.

Therefore nothing else is left but to promote the Pawn to a Bishop.

7 P—Kt 8 (B) ! !

Although Black's King still succeeds in reaching K R 1, White has mating chances by placing his Bishops along the diagonals Q R 3/K B 8 and Q R 1/K R 8.
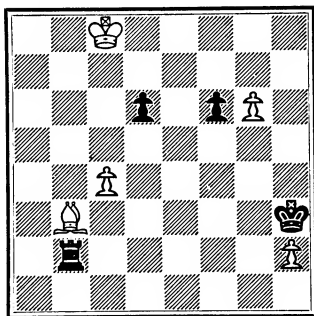
7	K—Kt 2

8 B—K 5	K—B 1
9 B—K 7	K—Q 2
10 B (K 7)—Q 6	K—K 3
11 K—B 3	P—R 4
12 K—B 4	P—R 5
13 B—R 3	K—B 2
14 K—B 5	

And if now

14	K—Kt 1
15 K—B 6	K—R 1
16 K—B 7 mate	

No. 358

Shahmatni Shurnal, 1908

1 P—B 5 !

Opening the diagonal for the Bishop.

1	P×P
2 B—Q 5	R—K 7

......Should Black try to bring his Rook behind the Pawn by playing 2.., R— Kt 8 White would reply with a beautiful sacrifice 3 B— Kt 2 ch ! forcing Black's King to block the K Kt file.

3 P—Kt 7	R—K 1 ch
4 K—Q 7	R—Q Kt 1
5 K—B 7	R—K 1
6 B—B 7	R—Q R 1

......Or R—K 2 ch ; 7 K—Q 6, R×B ; 8 P—Kt 8 (Q).

7 B—K 6 ch   K moves
8 B—B 8   R—R 2 ch
9 B—Kt 7

And Queens the Pawn.

---

1   R×B

    .....Or R—Kt 7 ; 2 P×P, R×P ; 3 P—Q 7.

2 P×P   R—B 6 ch
3 K—Kt 7   R—Kt 6 ch
4 K—B 6

And must win. For example, R—Kt 1 ; 5 P—Q 7, P—B 4 ; 6 K—B 7, R—K Kt 1 ; 7 P—Q 8 (Q) ; or 4.., R—B 6 ch ; 5 K—Q 5, R—B 1 ; 6 K—K 6, R—Q 1 ; 7 P—Kt 7, etc.
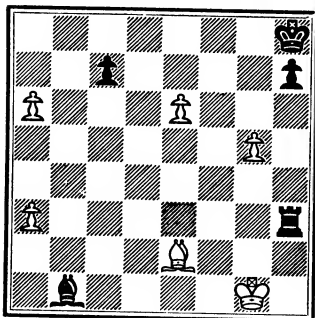
2 P—R 7   B—Q 4
3 B—K 4 !

White's Bishop is sacrificed again. The idea is to force Black's Bishop to the King's file where the Bishop blocks the line for the Rook and saves White's K P from being attacked.

3   B×B
4 P—K 7

And wins. 4.., R—K 6 gives nothing for Black.

---

3   R×P
4 B×B   R×P
5 P—K 7

And wins.
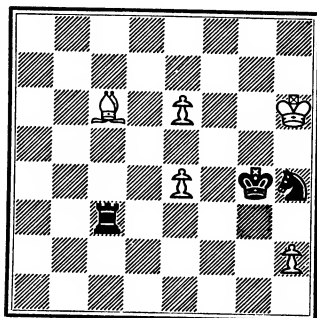
No. 359

Deutsche Schachzeitung, 1908

1 B—Q 3 !

The combination of Nowotny. As in No. 345 it appears when there are two passed Pawns for Queening. A similar technique is mostly used in study composition.

1   B—R 7 !

    .....If B×B ; then 2 P—R 7 is decisive as the Rook cannot reach Q R 6, and if R×B ; 2 P—K 7, and the Bishop cannot move to K Kt 3. For example, 2.., R—Q 8 ch ; 3 K—B 2, R—Kt 3 ; 4 P—R 7, R—Q 7 ch ; 5 K—K 1 !, etc.

No. 360

64, 1927

1 B—Q 7

Protecting Q B 6, Q B 8 and K 7.

1   Kt—B 4 ch

    .....Sacrificing the Knight Black hopes to bring his King to K B 3, with mating threats, and eventually by sacrificing the Rook to obtain a stalemate should White Queen his Pawn.

2 P×Kt   K×P
3 P—K 7 dis. ch   K—B 3
4 P—K 8 (R) !

And wins, refuting Black's combination of a stalemate.